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BREATH OF FIRE™

DRAGON QUARTER™

OFFICIAL STRATEGY GUIDE



**by Casey Loe and
Michael Lummis**

This game
has received
the following
rating from
the ESRB:



**Blood
Partial Nudity
Violence**

Covers PlayStation® 2 Computer Entertainment System

CAPCOM

BREATH OF FIRE™
DRAGON QUARTER™

OFFICIAL STRATEGY GUIDE



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IN THE HEART OF THE WORLD, A STORY BEGINS

Deep under the surface of the planet, a civilization has thrived under the power of technology and perseverance. The horrors of a great environmental catastrophe have driven humanity from the embrace of the light above into the mysteries of the deep earth, but some people still have hope for the future. Even as many pockets of life are forced to fight harder against both nature and internal strife, there are a few heroes who see a different future. Where that spark of hope and desperation will lead is a question for the future to answer.

Yet, the path will be fraught with peril. There are so many dangers in the tunnels and caves of this dark place that even bravery might not bring these warriors back into the light. The pages beyond this point will reveal the traps and secrets of the subterranean world, and this will provide the edge that ensures victory for the heroes of *Dragon Quarter*.



HOW TO USE THIS GUIDE

While navigating the world beneath in *Dragon Quarter*, some elements of this guide may need explanation. This section is designed to illustrate what all of the tables, maps, and individual components of the walkthrough are and how they work.

If you're comfortable with the game and have played for a bit, the information becomes easier to understand and apply to your own game. Good luck Ranger!

WEAPON TABLES

The Inventory section of the guide has many entries for weapons, shields, armor, and general items that you'll find throughout your travels. Most of them are self-explanatory, but the Weapon Tables can seem complicated. Here's an example of what's to come and how to interpret it.

LEGEND

Icon	Description
●	Empty Slot
X	Unusable Slot

RANGER EDGE

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
400z	150	16	0	6	0	-

10AP	Slice	●	X
20AP	Vert Slash	●	X
30AP	Deathbringer	X	X

WALKTHROUGH ELEMENTS

There are many parts of the walkthrough that may need a bit of description to be appreciated and used. Take a look through this section to get a peek at what you'll find.

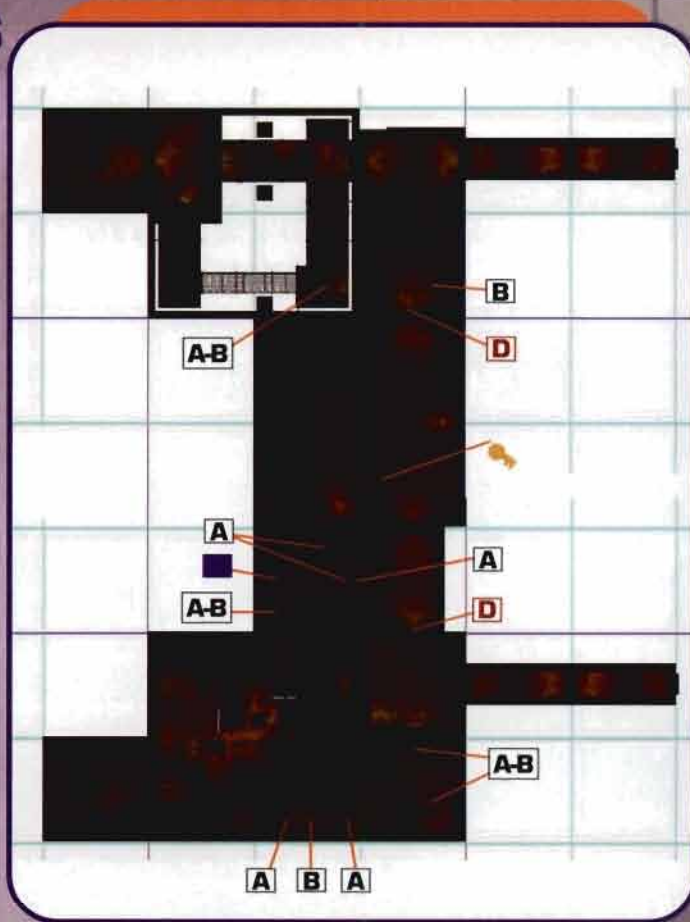
MAPS

If you play through the game multiple times, whether from restarting or completing the game and beginning again, you'll notice that certain items (boxes and monsters) are located in different areas of the same map. This is because there are essentially two layouts for each map: A and B.

On the map that there are White Boxes with either an A or a B inside. These show the locations of the White Boxes in the game and what layout you have for that map. So, if you come upon a White Box A, you know that the rest of the boxes follow Layout A.

The location of three things won't change based on the layout: the Key, the Blue Chest, and the D-Ratio Doors. These are all static and remain in the same spot regardless of how often you try a level.

Icon	Description
A	White Box on Layout A
B	White Box on Layout B
	Key
	Blue Chest
	D-Ratio Door



POWER GAMING

The best strategies are called out within this box. At times, there's a flawless strategy against a specific boss. Other times, a method for farming Party XP or Zenny is shown.

Whatever's mentioned, it's sure to make the game easier. However, since some of the strategies are potentially overpowered, it's up to you whether or not you utilize the concepts offered.

MINI-BESTIARY



MAMA NUGGET

L	HP	XP
18	400	74

FIRE	ICE	ELEC
150%	100%	Heal

DROP

JuJu
Suit: Plasma Seal (1:4)

STEAL

Fresh Meat

These mini-bestialy entries appear at the beginning of each section in which you'll find monsters. The entries are not full entries and won't include all of the information that can be found in the Bestiary, but they give enough information for you to know what's coming.



TACTICS

TACTICS

Many different topics are discussed in these sections, but most often, you'll discover that new skills and strategies are mentioned. Take advantage of the wisdom in these sections and get an edge over your competition.

TIP

Tips are provided throughout the walkthrough to offer some hints and suggestions that may not be readily apparent. Keep an eye out for these and for the information they contain!

D-RATIO CHECK

!

D-Ratio Check: 1/X

The D-Ratio Checks signify areas in the game that require your party to have a D-Ratio at, or above, a certain number. If the D-Ratio check is 1/1024, your party needs that D-Ratio or something higher (1/4, 1/8, 1/16, etc.) to enter.

Typically, these sections include extra monsters and treasure, pay close attention to them.

BOSS FIGHTS

This table has a summary of the information included in the full Bestiary entry. This is not all of the Boss data, but it should be enough to get you started on the battle.

Boss Mini-Bestiary

BOSS FIGHT: CYCLOPS

CYCLOPS

L	HP	XP				
17	440	70				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
70	42	28	28	30	—	—
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Ogre Slash			—			



If you want to beat Cyclops with some semblance of valor, you can just hold your ground on Round 1, build up your AP, and wait for him to come to you. When he gets there, unload on him with a 10AP-20AP-30AP-30AP-30AP combo. Then stand there and trade blows for a few turns until he has the grace to die. To be safe, heal after every one of his attacks, because he starts doing more damage when his HP gets low.



Boss Strategy

All of the strategy needed to decimate the boss is right here! Screenshots and hints provide even more insight into the boss' own tactics.

BESTIARY

These are the obvious stats and here's what they affect.

Drop/Steal Items

Vulnerabilities

Stat Reduction

Vulnerabilities

Status Condition

Vulnerabilities

Name	Starting Hit Point	Level
 MAMA NUGGET	400	18

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
73	48	105	55	50	-	-

DROP ITEMS		STEAL ITEMS		ELE TYPES DAM		
Suit: Plasma Seal (1:4)		Fresh Meat		FIRE	ICE	ELEC
Julu				150%	100%	Heal

VULNERABILITIES			STAT REDUCTION			VULNERABILITIES		
DARK	DEATH	HOLY	ATTACK	DEFENSE	MAGIC	SPEED	MOVE	
50%	50%	Immune	25%	75%	75%	75%	75%	

STATUS CONDITION VULNERABILITIES						
POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	75%	25%	Immune

Statistics	
Statistic	Description
Attack	Physical Attack Strength
Defense	Defense from Physical Attacks
Magic	Magical Attack Strength
Speed	Initiative; A character with high Speed acts before others
Movement	Range of Movement
Absolute Defense	Shielding; Restores itself after every combo and prevents those with it from taking massive damage

Initial Ability Points

Party Experience

Element Types Damage

These all show the chance that a specific type of attack has of occurring (25%, 50%, 75%, or 100%). If a monster is immune to an attack, it's noted in the table.

This shows how weak/strong a monster is to elemental attacks (Fire/Ice/Electricity). The higher the number, the weaker it is. The Mama Nugget is weak against Fire; a Fire attack does 150% damage instead of the normal amount. However, the Mama Nugget is healed by Electric attacks. If a number drops below 100%, it shows that the enemy is strong against that specific attack.



CHARACTERS

RYU



Ryu is a very young man; a simple grunt in the Ranger force with a very low D-Rating. Nobody expects much to come from this boy's ascent into manhood, but there are forces at work that go far beyond the battle between the Rangers and Trinity.

As a person, Ryu is a sensitive and courageous lad; very few of the Rangers share his compassionate view of humanity, and this sets him apart from his compatriots. While many of the Rangers see Trinity as a force of evil, Ryu is willing to take a fair look at the people who are trying to make their own way in the shadowy world. Beyond that, Ryu places little faith in the D-Rating system. Many Rangers see the common people as a lesser breed entirely, but Ryu doesn't care in the least. Perhaps this is a result of Ryu's own rating, which is not very high. Or maybe Ryu senses a power of a different sort that is beginning to take form in this subterranean world.

When it comes to a fight, Ryu is a monster. Driven by necessity and anger, he takes the fight to malevolent Genies and anything else that tries to hurt the people he cares about. With a sword and shield in his hands, this bladesman is not a person to be trifled with. After the early levels of the game quickly pass, you'll find that Ryu is a powerhouse for your party. In battle, expect Ryu to be on the front lines laying down foes and taking damage with the best of them. Prepare for this and depend on it.

To trigger battles with Ryu, swing your blade at monsters who are getting a tad too close. This isn't a long-ranged attack, but it occurs quickly. For this reason, Ryu is a wonderful person to have in the lead of a party; you won't face enemy Extra Turns nearly as often if you let this Ranger take the lead. Starting battles against single targets is perfect with Ryu, although Lin is usually a better choice for engaging multiple enemies.

Ryu's out of battle ability will manifest early in the game, and he will be able to charge around the map at high speed; he knocks enemies out of the way without triggering any combat when in this mode. This is quite nifty and fun. This technique can get you out of a tight spot (if a fight looks like too much to handle), and it can get you through levels very quickly. The downside of all this is that Ryu won't have a free meal with his powers for long. Once the D-Counter begins to tick (which is discussed in detail in the Advanced Functions section), this power will use up Ryu's precious time. For this reason, you cannot rely on this power forever.

Ryu's greatest ability in battle has its own section; when you want to learn more, read through the Advanced Functions section to see the glory of Ryu's dragon powers.



RYU SKILLS

10 AP

SKILL NAME	TARGET	TYPE	DESCRIPTION
Slice	Unit	Physical	Normal physical attack
Side Slash	Spread	Physical	Attack Power 80% and Accuracy -20%
Thrust	Unit	Physical	Attack Power 25% (regardless of enemy Defense)
Kick	Unit	Physical	Attack Power 75% and hit-back power of 2.5m.
Third Eye	Self	Special	Ensures that the next attack will always hit
Ogre Slice	Unit	Physical	Accuracy -50% and, if it hits, causes a Critical Attack of 75%
Dent Weapon	Unit	Physical	Attack Power 80% and Reduces enemy Attack by 5%
Rust Armor	Unit	Physical	Attack Power 80% and Reduces enemy Defense by 5%
Brainquake	Unit	Physical	Attack Power 80% and Reduces enemy Magic by 5%
Act Delay	Unit	Physical	Attack Power 80% and Reduces enemy Speed by 5%
Cutspace	Unit	Physical	Attack Power 80% and Reduces enemy Movement by 5%

20 AP

SKILL NAME	TARGET	TYPE	DESCRIPTION
Vert Slash	Unit	Physical	Attack Power 130% and Accuracy -20%
Fang	Line	Physical	Attack Power 40% (regardless of enemy Defense)
Hyper Kick	Unit	Physical	Attack Power 120% and hit-back power of 4.0m
Hazecut	Unit	Physical	Attack Power 120% and Accuracy +50%
Hex	Unit	Special	Increases XP value of attack enemy by 10% (Causes no damage)
Spiritcharge	Self	Special	Attack Power multiplied by 1.5 for next turn only
Bladesmash	Unit	Physical	Adjusts attack power to prevent enemy HP from hitting 0
Wild Swing	Unit	Physical	Random damage between 50% and 200%
Discharge	Unit	Physical	Records damage received during battle and returns it
Crimson Raid	Unit	Physical	Restores HP to Ryu equal to 10% of damage dealt
Reversal	Unit	Physical	Damage varies according to amount of Ryu's remaining HP
Skullsplit	Unit	Physical	Attack Power 125% (Deals damage to enemy's AP)

30 AP

SKILL NAME	TARGET	TYPE	DESCRIPTION
Roundsaber	Spread	Physical	Attack Power 150%
Deathcleaver	Unit	Physical	Attack Power 200% (Ryu sustains 10% of the damage dealt)
Terabreak	Unit	Physical	Attack Power 100% (regardless of enemy Defense)
Crossviper	Unit	Physical	Hut-and-run Physical Attack (Critical Chance +75%)
Circle Stago	Circle	Physical	Normal physical attack
Deathbringer	Unit	Physical	Attack Power 125% (If it hits, Critical Attack is 100%)
Violet Death	Spread	Physical	1st Hit: Attack Power 20% (regardless of Defense), 2nd Hit: 100% Critical
Great Smash	Unit	Physical	Instant death attack (If it fails, deals normal damage)



HOW TO USE THIS GUIDE

CHARACTERS

GAME BASICS

INVENTORY

BOSCH





Bosch is a well-ranked Ranger with his eyes on the top. Although this young warrior isn't as charismatic as he envisions himself to be, the leadership of the Rangers enjoys having a person who's willing to put everything aside to complete a mission. Bosch is that Ranger. With the façade of an easy-going attitude, this man is ready to do anything to advance his career and his own feelings of power and self-worth. Bosch would probably say that you were one of his friends. Others might say that no one is truly Bosch's friend. With his eyes set on a Regent's title, few would want to trifle with this dangerous man.

In a fight, it's foolish to ignore Bosch's Beast Blade, a reinforced rapier. This weapon appears to be frail, but it won't fail him when he faces off against all manner of Genics (or anything else that moves against him). Bosch does not have a very expansive set of skills to use in battles, but the ones that he has mastered are quite sufficient for laying down the law against Trinity and Genics.

Bosch doesn't feel that he needs to use his sword to engage in combat. When he is out of battle and sees enemies, Bosch will simply run over and kick at them to get things started. This has less range and takes longer than Ryu's more efficient blade slices, so it isn't very wise to have Bosch in the lead unless you are very comfortable with the monsters in the area. Carry a bit of meat around if you are going to have Bosch at the front. With that, at least you can distract the monsters while your companion hurries over to kick them in the rump.

BOSCH SKILLS

10 AP

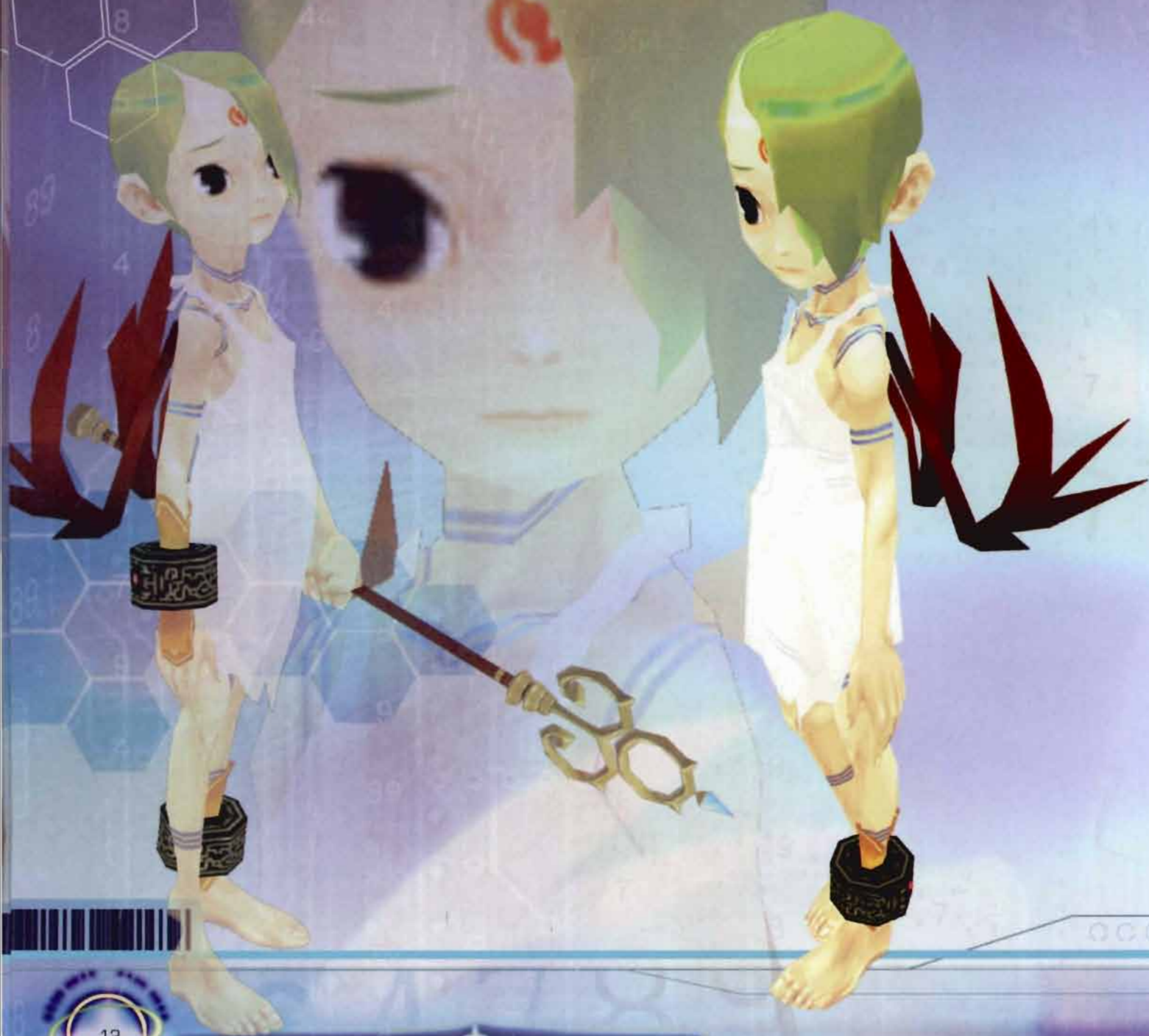
SKILL NAME	TARGET	TYPE	DESCRIPTION
Thrust	Unit	Physical	Attack Power 25% (regardless of enemy Defense Power)
Poisonbite	Unit	Physical	Attack Power 80%, Poisons enemy

20 AP

SKILL NAME	TARGET	TYPE	DESCRIPTION
Fang	Line	Physical	Attack Power 40% (regardless of enemy Defense Power)
Lion Smash	Unit	Physical	Attack Power 110%, Accuracy -20%



NINA





Nina is a young girl who you meet early in the game, and her existence is somewhat of a mystery. The girl can hardly speak, and she is terrified of people even more than she is frightened of monsters. This hints at a troubled past for the girl in her tattered clothes, but Ryu is not the type of person who would abandon a lady in need. Although Nina is good with magic and can protect herself, Ryu immediately comes to her aid when the chance arises. The kinship between these two is quite strong, and this bond will lead them both onto a very long path.

Nina's spells can wound and slow enemies down over very large areas. Even in the beginning, it is possible to keep enemies at bay with Nina's magical traps. When creatures get close to her, things don't fare nearly as well. Nina isn't strong enough to wear very solid armor, and this limits her defensive abilities. When Genics try to charge her, the safest option is to retreat and let Ryu teach them respect for the innocent. Nina isn't a heavy damage dealer, and her greatest gift to the party rests on your use of her Traps and Debuff spells (spells that reduce enemy statistics). Fortunately, Nina has a great deal of speed, and that lets her determine the direction of the battle, even if she plays a supporting role in the process.

Nina just isn't an aggressive person, and having her lead the party is almost a recipe for disaster. It takes a while for Nina to swing her staff around, so she often fails to start a fight on the right foot. Beyond that, you don't want her to be up front when things start to fly. Only on rare occasions will you want to put this fragile creature in the lead.

Nina has the ability to draw items to her over a substantial distance. When things have fallen by the wayside, or are in the middle of an enemy cluster, this can be a nifty technique.

In combat, Nina is limited to casting three Magical Traps at a time. To counter this, she also has a special ability that will erase any of her Traps that are currently on the playing field. This occurs instantly and will free up all of Nina's slots.

NINA SKILLS

10 AP

SKILL NAME	TARGET	TYPE	DESCRIPTION
Chop!	Unit	Physical	Normal physical attack
Blunt	Unit	Special	Reduces enemy Attack Power by 10%
Weaken	Unit	Special	Reduces enemy Defense Power by 10%
Enfeeble	Unit	Special	Reduces enemy Magic Power by 10%
Slow	Unit	Special	Reduces enemy Speed by 10%
Divine	Unit	Special	Reduces enemy Move Power by 10%
Flare	Circle	Magic	Fire Magic Attack
Frost	Circle	Magic	Ice Magic Attack
Jolt	Circle	Magic	Electric Magic Attack
G-Flare	Trap	Magic	Magic wall that blocks the movement of some enemies
Joltball	Trap	Magic	Magic trap that stuns enemies that come into contact with it

20 AP

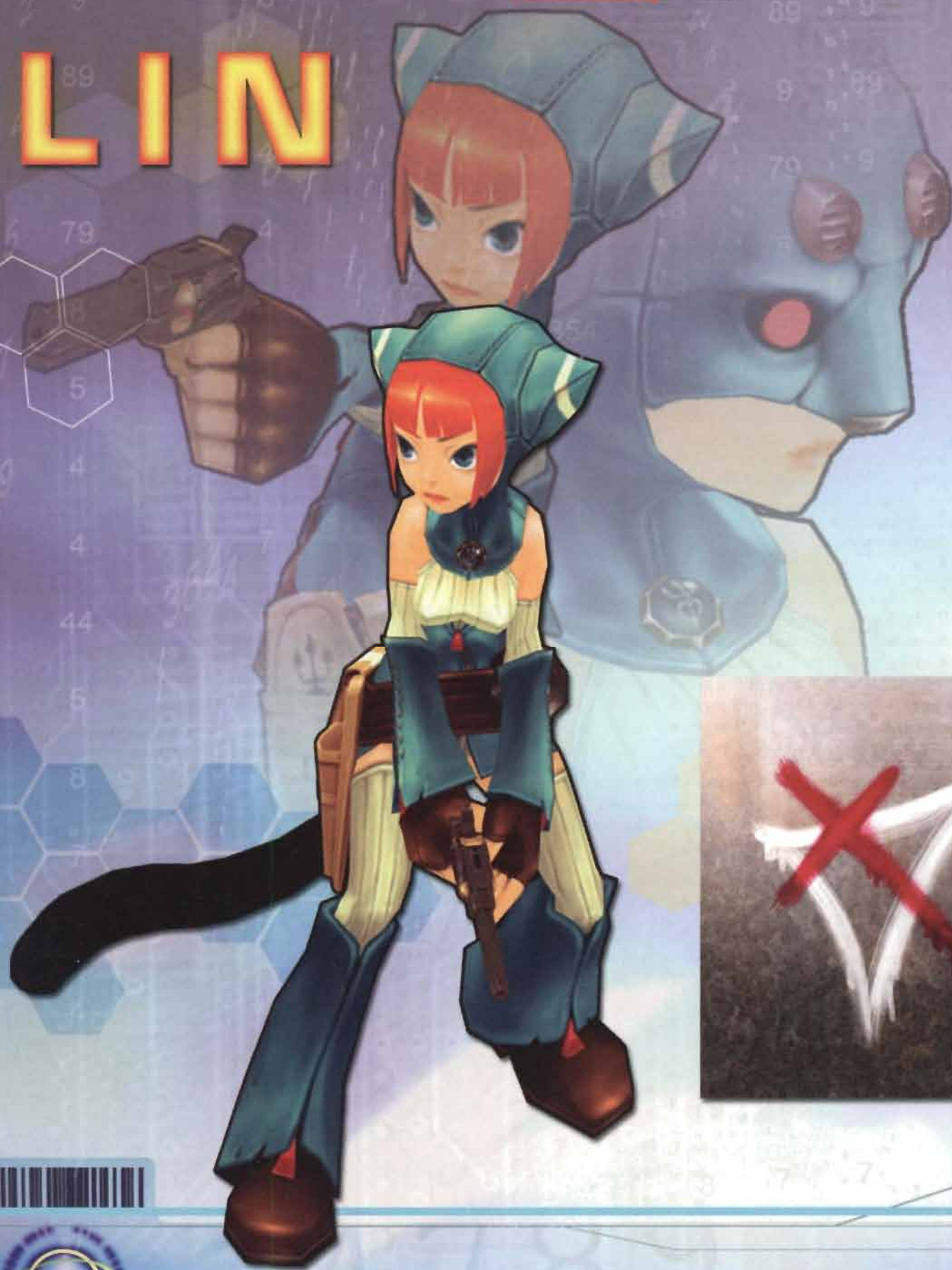
SKILL NAME	TARGET	TYPE	DESCRIPTION
Fireblast	Spread	Magic	Fire Magic Attack
Fireball	Trap	Magic	Magic trap that stuns enemies coming into contact with it
Iceblast	Line	Magic	Ice Magic Attack
Fragball	Trap	Magic	Magic trap that stuns enemies coming into contact with it
Lightning	Line	Magic	Electric Magic Attack
Teleportation	Self	Special	Switches positions with a companion
Transfer	Unit	Special	Gives 20 AP to a companion
Mirage Bomb	Trap	Magic	Sets up a Nina doll that explodes when enemies attack it
G-Iceblast	Trap	Magic	Magic wall that blocks the movement of some enemies

30 AP

SKILL NAME	TARGET	TYPE	DESCRIPTION
Inferno	Circle	Magic	Fire Magic Attack
G-Inferno	Trap	Magic	Magic wall that blocks the movement of some enemies
Blizzard	Circle	Magic	Ice Magic Attack
Valhalla	Circle	Magic	Electric Magic Attack
Lag Valhalla	Trap	Magic	Electric Magic Attack that erupts after one turn
Kyrie	Circle	Magic	One-shot kill (effective versus undead)
Death	Unit	Magic	Instant-Death Attack
Shazam	Circle	Magic	Hit-back magic, Impacts enemies over a wide area, sending them flying
Ragnarok	Trap	Magic	Requires 3 turns to activate (cannot move for three turns)
Mirage Blast	Trap	Magic	Sets up a Nina doll that explodes when enemies attack it



LIN





Lin is a powerful member of Trinity, an organization that wants to live outside of the Rangers' tyranny. Some people will label them as terrorists, while others seek their protection. The truth falls somewhere in between, and Lin is a better example of Trinity's best side. Even though this militant woman keeps a gun at her side at all times, she also has a tremendous amount of empathy and intelligence. Things could go very poorly when Ryu and Lin meet, but the strength of their characters allows the two to give each other a chance. In the long run, they probably have a lot to learn from each other.

Lin is pretty good at taking down just about anything at range. If an enemy can't return fire or close the gap, she is an absolute demon. With her guns blazing, Lin can throw fire across the field at several targets without fail. It is a wee bit hard for Lin to move around in her provocative armor, but her low speed is well worth the positive aspects of her gear — solid protection from enemy damage, of course.

It isn't bad to have Lin in the lead. Not only can she start fights at range (being a gunner), but her low speed makes Extra Turns even more valuable to her. There are fights where Lin wouldn't even have the time for a shot unless she was the one to start everything. If you have any problems with Ryu being on point, put Lin there and enjoy the show.

Lin's out of combat ability is a charged shot that will push enemies away from her. This can be useful for avoiding certain fights or for getting to more important treasure boxes or different enemies.

Lin's combat ability is easily one of the coolest things in the game. Because of her Trinity combat gear, Lin can run a profile on any of the enemies that you run across. Without wasting a single Ability Point, Lin can tell you what elements the creature is weak to, what you can steal from the beast, and other useful bits (sometimes even a warning on the monster's special attacks). This is an invaluable skill that should be used heavily when entering new areas. Lin has to be within moderate range of the creatures to do a profile, but this won't expose her any more than normal combat would.

LIN SKILLS

10 AP

SKILL NAME	TARGET	TYPE	DESCRIPTION
Greetings	Unit	Shot	Attack Power 75%, Faint Attack
Too Slow!!	Unit	Shot	Attack Power 70%, Gives weight to Accuracy
Hey, Hey!	Unit	Shot	Adds effects to successive attacks
How's That?	Unit	Shot	May change into an ability-reducing attack depending on preceding attack
There!	Unit	Shot	Attack Power 70% and increases Critical Chance
C'mere!	Unit	Special	A vacuum that sucks in enemies

20 AP

SKILL NAME	TARGET	TYPE	DESCRIPTION
That's It!	Unit	Shot	Attack Power 130%, Adds effects to successive attacks
Go On!	Unit	Shot	Adjusts attack power so that enemy HP will not become 0
Stay Here!	Unit	Shot	Attack Power 110%, Reduces enemy Move Power
Keep At It!	Line	Shot	Attack Power 120%, Gives weight to penetration
Kidding!	Unit	Shot	Either misses, or has a Reverse effect
Outta My Way	Unit	Shot	Hit-back effect
Take This!	Unit	Shot	60% Attack Power regardless of enemy Defense Power

30 AP

SKILL NAME	TARGET	TYPE	DESCRIPTION
A Present	Special	Special	Copies previous attack or misses
Blow Up!	Spread	Shot	Attack Power 150%
Shatter!	Spread	Shot	The closer Lin is to the enemy, the more damage it deals
Let's Dancel	Circle	Shot	Attack Power 150%
That's It!	Unit	Shot	Attack Power 100% (regardless of enemy Defense Power)

SHIELDS

These abilities are applicable to the shields of all characters. They're a crucial element to the overall strategy for the group, so don't immediately dismiss them as being insignificant when compared to the weapon-specific skills.

SHIELD SKILLS

SKILL NAME	AP COST	DESCRIPTION
Anger	5 AP	When hit, Spiritcharge activates automatically
Counter	10 AP	Counterattack physical and shot attacks
Explosion	0 AP	When hit, explodes and reduces enemy HP to 1 (lose shield)
Faint	10 AP	Blocks an enemy attack once during a battle
Leech Power	0 AP	Character recovers 5 AP whenever hit by an enemy attack
Reflect	20 AP	Counterattack magic attacks
Shield Boost	5 AP	When hit, character Defense increases by 1%
Snatch	15 AP	Cuts damage by 25%, Steals items from attacking enemies
Steal	5 AP	Steals items from attacking enemies
Valor	10 AP	Can recover from being Unconscious once during battle
Weapon Boost	5 AP	When hit, character Attack increases by 1%



GAME BASICS

This section of the guide goes over the basics of gameplay. You can learn how to use the game's movement, menus, and novel PETS system here.

MOVEMENT

It's very easy to get around in *Breath of Fire: Dragon Quarter* (at least, until monsters try to nibble on your arm). The Left Analog Stick on your PS2 controller will do almost all of your maneuvering, and the camera will usually be under the control of the Right Analog Stick (this is disabled during cut scenes and in town areas). Most of the halls and rooms of the game are given enough space that you rarely will have to fight against the camera for a good view of things around you. Sometimes you will have to look up to notice a nasty enemy crawling along the ceiling to drop on you, but this adds a nice touch of the unknown as you wander through the world under the surface.

MENUS

Although it's also easy to navigate through the game's menu system, there are a few points of interest that are worth noting.



If you don't have the time to select which trap you want to use in the main game (when enemies may already be closing in on you), it's safer to head toward the Trap sub-menu. This gives you a graphic display of your remaining Trap items, and it's simple to switch to whatever you want without risking the wrath of the oncoming



horde. From here, you can also change the order in which you cycle through these items. This is a nice perk for people who carry around three or more types of Traps and have a specific order in which they want to use them.

The Skills menu has a list that you can select at any time. This list not only shows and describes all of the skills that you have found, but it also gives unknown symbols for all of the skills that you still have to find. This is nice for gauging how far your character's knowledge has progressed. You should try to visit the Skills

menu as often as possible; every new weapon needs to be threaded with your best abilities, and it's also useful to examine new skills that you have learned.



The Party system is the best place in the world, because that's where you get to spend your Party Experience. If you aren't building up Party XP for another run through the game, then spend this as soon as you have enough for a new level. This is a great way to push your party to substantial power at an even higher rate.

Some nifty tricks for saving this XP are listed in the section for Using Your Experience, in the *Advanced Functions* section.

STATUS EFFECTS

How could the monsters win any fights without resorting to nasty tricks and cheap status effects? Sure, these things even the playing field, but they can be vicious if one lands at the wrong moment. Knowing the perils of these attacks and their appropriate cures is the first step to countering them. Slaughtering your enemies before they can cast these spells would be even better, but that is not always possible.

Status Effects and Cures

Name	Effect	Cure	Duration
Bind	Can't move for 3 turns	Footloose	3 Turns of battle
Blind	Lowers Accuracy and Evasion	Eye Drops	3 Turns of battle
Confused	People attack and move randomly	Wake Up	Walk it off
Lock	Can't attack for 3 turns	Unlock	3 Turns of battle
Poison	Lose HP each turn	Antidote	Until cured
Sleep	No action for 3 turns	Wake Up	3 Turns or until struck
Stun	You lose turn	No Cure	1 Turn of battle
Unconscious	You are dead	Tonic	Until battle ends
Virus	Gain 1/2 AP each turn	Vaccine	Until cured

It's always good to have Multimed around because that cures just about everything in the game. Instead of having cheaper curative items, it's almost always better to pay a bit more and use only a single inventory slot. The several hundred Zenny you lose will often be earned back quickly by bringing home a few extra items to sell.

Some Status Effects will wear off over time. You have to walk these off or wait for a number of combat rounds for them to disappear. Multimed are best used in battle, for effects that are dangerous to your party's survival, and for long-term ailments (such as Poison). If you keep 10 Multimed on hand, it is unlikely that you will run into many problems. Just remember to fill this slot up every time you stroll into town, and those pesky enemies will lament their wasted talents.

TRAPS (THE PETS SYSTEM)

It only takes a few minutes to learn the basics of the PETS system. There are a number of Traps that you can set for your enemies in this game, and all of them will serve in some way to give you an easier job when you trigger your encounter with the targeted group of enemies. Read through this section to get an advanced idea of what each of the Traps are capable of and for the best times to use these nifty little devices.

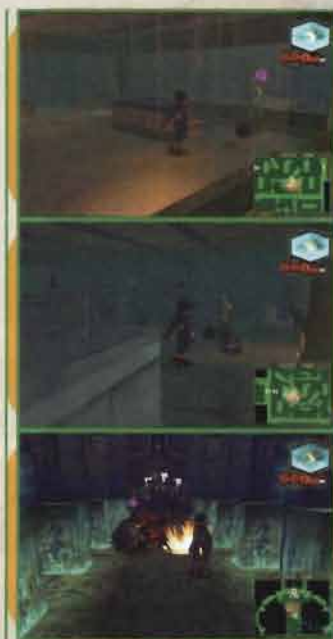
Traps and Effects

Bind Bomb	Inflicts substantial damage and binds your enemies
Bomb	Inflicts damage if it hits or will stay in place if it misses
Confusion Mushrooms	Food that most enemies will eat; this will confuse them
Dynamite	Much like the bomb, although it blows up even if it misses
Fire Bomb	After a delay, this bomb will explode and burn for a short time
Meat	Will draw monsters to feed; great for ambushes
Poisoned Mushrooms	Food that will poison enemies
Prox Bomb	An area-of-effect explosive
Rotten Meat	Food that drives enemies away; even zombies aren't saphrophages
Sleepy Mushrooms	Food that puts enemies to sleep

All of the Trap items are useful, but it's best to keep a supply of only one or two of them at a time (for inventory purposes). Choose the Traps that make the most sense for the type of fighting that you enjoy. If you want to wound the enemies ahead of time, Bind Bombs and Dynamite are wonderful choices. If you're looking to glean the most Experience Points from your battles, Meat is the pick of the litter. Rotten Meat gets you through areas without having to fight.

Ultimately, all of the Trap items are good. Because the damaging items differ in their elemental properties, it's nice to stock up on the right type of explosives before hitting some of the elementally focused dungeons.

Not all creatures are drawn to food; you won't be able to fool humans or machines with such a simple ploy, so have a set of Bind Bombs or something on that order if you are facing a lot of these enemies.



Combining Traps can be a great way to have a good time. Dynamite and Bind Bombs really go well with Meat. Creatures will start to gather around some fresh meat, and then you toss a Bind Bomb or two into the mix. This will serve well to soften a tough group of enemies. You can get into some pretty big XP fights this way without risking your party's health. These tactics work even better if Lin is at the head of your party (her ranged attacks in the first round will end up hitting all of those grouped enemies for substantial damage). If enemies can't move, then Lin is even more pleased with the situation. A boring battle for Ryu, no doubt, but he can deal with being put on the bench now and then.



INVENTORY



Equipment in *Breath of Fire: Dragon Quarter* is a fair bit more complicated than in a lot of role-playing games. Instead of relying on a new spread of more powerful and more expensive goodies when you reach a new area, it's often wise in this game to carefully consider what is available to you. There are a number of subtleties that are important when using equipment in battle, and this section will help novice and experienced players alike in choosing that next upgrade.

For all of your equipped items, each character is given three slots. In combat, it only matters which item you're currently wielding, but this system allows for a lot more flexibility than most. It's very easy to switch items during combat. Techniques for this are lightly discussed at several points in the Advanced Functions section for Battle, but a substantial number of uses for this system are dealt with here.

WEAPONS

As for as equipping weapons goes, you need to consider several aspects of your choices. Raw damage is a nice thing to have. You can be the fastest and most agile beast on the planet, but any monster from down the block will tear you to shreds if you can't dish out an ounce of pain. Thus, you will want to maximize your damage output unless the cost in Initiative is truly prohibitive.



Many of the heavier weapons in the game do have substantial penalties to Initiative, and that means that a character who was consistently going before all of your enemies could slip back in the latter parts of the round with that shiny new (and very heavy) blade. Sure, there are many battles where this is a necessary sacrifice, but it's nice to have a faster weapon as well. If you're facing weaker enemies, a fast weapon ensures a round of kills without taking damage from your enemies (fewer healing items used and a Tactical Bonus to your experience). When a huge group of powerful monsters comes around the bend, it's best to have your deadliest foot forward. Use your three weapon slots to have your best weapon, a faster weapon, and a pertinent elemental weapon for your area. There are other combinations for equipped weapons, but this sure is a useful one to consider.

Another interesting attribute of weapons is their attack range. In many systems, a dagger can reach as far as a halberd, but *Dragon Quarter* has included a much more useful (and realistic) system. Lin's guns have the most range, obviously, but even different melee weapons are distinguished by their maximum attack range. It's really nice to have Ryu equipped with a sword that has substantial reach; he is the one in your party who will be doing the most running around, and you don't want him to fall just short of making a lethal combo against an enemy because of 1 final AP wasted on movement. If you don't have access to a sword with wonderful statistics and a lovely reach, you might want to make sure that one of your spares has more length.

Nina's weapons are perhaps the most complex. Although she has access to a number of elemental staves, these will not make her attacks innately come from that element. Thus, she can still cast ice spells with a fire staff. Instead, her weapons will add to the potency of elemental spells from a certain realm. If you have three elemental staves equipped, you will always be able to shred any foes with an elemental weakness (because you can use the strongest spells from your strongest staff of that element). Still, it is wisest to make an intelligent decision and abandon one of your elemental staves when a more powerful one comes along. This way, you will not only be strongest against two elemental types, but have access to a powerful generic staff will make you stronger against all of the creatures who don't have a weakness to any elements.

RYU'S BLADES

RANGER EDGE

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
400z	150	16	0	6	0	—

10AP	Slice	●	×
20AP	Vert Slash	●	×
30AP	Deathbringer	×	×

BUSTER SWORD

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
1000z	150	20	0	12	0	—

10AP	Slice	●	×
20AP	●	●	×
30AP	●	×	×

STRONG SWORD

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
1500z	200	12	0	2	0	—

10AP	Side Slash	●	×
20AP	●	●	×
30AP	●	●	×

RUBY MASER

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
3000z	150	22	10	4	0	Fire-type

10AP	Slice	●	●
20AP	●	●	●
30AP	×	×	×

SAPPHIRE MASER

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
3000z	150	22	10	4	0	Ice-type

10AP	Slice	●	●
20AP	●	●	●
30AP	×	×	×

PLASMA MASER

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
3000z	150	22	10	4	0	Electric-type

10AP	Slice	●	●
20AP	●	●	●
30AP	X	X	X

CELTIS

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
5000z	150	30	0	15	-20%	—

10AP	Slice	X	X
20AP	X	X	X
30AP	X	X	X

VIOLET BLADE

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
5000z	150	26	0	1	0	—

10AP	Slice	●	●
20AP	●	●	●
30AP	Violet Death	●	X

MANDAU BLADE

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
8000z	150	28	0	12	0	—

10AP	Slice	X	X
20AP	●	●	●
30AP	●	●	●

LEGEND BLADE

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
80000z	150	49	0	15	0	—

10AP	Slice	●	●
20AP	●	●	●
30AP	●	●	Great Smash

DRAGON BLADE

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
N/A	180	45	0	2	+20%	—

10AP	Side Slash	●	●
20AP	●	●	●
30AP	●	●	●

LIN'S ARSENAL

PISTOL

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
1000z	500	16	0	3	0	—

10AP	Hev. Hev!	●	X
20AP	Stay Here! Outta My Way	●	X
30AP	●	X	X

VICTORIOUS

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
1600z	600	20	0	5	-10%	—

10AP	Hey, Hey!	●	X
20AP	X	●	●
30AP	X	●	●

AUTORIFLE

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
3000z	500	12	0	10	+20%	—

10AP	Greetings	●	●
20AP	●	●	●
30AP	●	●	●

FLAMEBLASTER

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
3200z	500	18	0	4	-10%	Fire-type

10AP	Hey, Hey!	●	●
20AP	Keep At It!	●	●
30AP	X	X	X

ICECANNON

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
3200z	500	18	0	4	-10%	Ice-type

10AP	Hey, Hey!	●	●
20AP	Keep At It!	●	●
30AP	X	X	X

THUNDERRIFLE

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
3200z	500	18	0	4	-10%	Electric-type

10AP	Hey, Hey!	●	●
20AP	Keep At It!	●	●
30AP	X	X	X

CLEANER

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
3200z	500	20	0	9	+10%	—

10AP	C'Mere!	●	●
20AP	●	●	●
30AP	●	X	X

HANDGUN

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
5000z	600	22	0	8	-10%	—

10AP	Hey, Hey!	●	X
20AP	X	●	●
30AP	X	●	●

SILENTSCOPE

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
8000z	900	26	0	13	+50%	—

10AP	There!	X	X
20AP	That's It!	X	X
30AP	●	●	●



STINGER

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
80000z	400	44	0	15	-25%	—

10AP	There!	X	X
20AP	Take This!	●	X
30AP	That's It!	X	X

GRENADE

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
118000z	600	40	0	3	-10%	—

10AP	Hey Hey!	●	●
20AP	●	●	●
30AP	●	●	●

NINA'S STAVES

PYROMANIA

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
800z	400	0	15	5	0	+5% damage when Fire magic is used

10AP	G-Flare	●	X
20AP	●	●	X
30AP	●	●	X

GLACIER

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
800z	400	0	15	5	0	+5% damage when Ice magic is used

10AP	Frost	●	X
20AP	●	●	X
30AP	●	●	X

THOR HAMMER

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
800z	400	0	15	5	0	+5% damage when Electric magic is used

10AP	Joltball	●	X
20AP	●	●	X
30AP	●	●	X

ANTENNA

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
1200z	400	0	3	1	0	—

10AP	Jolt	●	●
20AP	Lightning	X	X
30AP	X	X	X

MAGIC WAND

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
4000z	400	0	20	10	0	—

10AP	Jolt	●	●
20AP	●	●	X
30AP	●	●	X

DELUXANTENNA

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
6800z	400	0	3	1	0	—

10AP	Jolt	●	●
20AP	Lightning	●	●
30AP	Vulhalla	X	X

SLAPPER

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
N/A	100	42	0	2	-25%	—

10AP	Chop!	X	X
20AP	X	X	X
30AP	X	X	X

HOLY HEART

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
20000z	500	0	32	15	0	—

10AP	Flare	●	●
20AP	●	●	X
30AP	X	X	Kyrie

DEMONSCYTHE

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
20000z	500	0	32	15	0	—

10AP	Frost	●	●
20AP	●	●	X
30AP	X	X	Death

WIZARD WAND

COST	RANGE	ATT	MAG	WT	ACC	SPECIAL
80000z	400	0	60	5	0	—

10AP	Flare	●	●
20AP	●	●	●
30AP	●	●	●

ARMOR AND SHIELDS



Armor is a pretty simple factor in *Dragon Quarter*, so it can be dealt with quickly. For the most part, you should decide whether to focus on defense, movement range, or a fair mix of the two. Have your standard armor be a nice blend if you aren't entirely sure which side you prefer, and then keep two backup suits of armor that cover the extremes. In a battle where you are maintaining a fixed position, it pays to throw on your heaviest gear, but use your light armor if you have to be mobile (while fighting ranged enemies and mages).



If there are any status conditions that you absolutely can't afford to have land on your characters, then it is worthwhile to keep a set of armor in your third slot that has an immunity to that effect. Honestly, there aren't many status ailments that can ruin a party if you have a nice stash of curative items tucked away. The big exception to this is Confusion; that ability can ruin your day with a surgeon's precision. If you ever are unfortunate enough to have all three of your characters afflicted with Confusion, things can go very poorly before you have time to cure people. Beyond that, even a single character that gets to attack while Confused can wreak havoc on your party. Immunity to this horrible status effect will be a great boon in fights against a few specific enemies, even if your general defense suffers for it. Keep armor like that in a spare slot and be ready to use it when the time comes.

Shields are an even more dynamic entity in this game. Not only do shields help to protect you from the evils of the world's slings and stones, but they have a bunch of nifty skills that go with them. Early in the game, you won't have a very large selection of shields, but before long, your entire party will have access to skill-bearing shields. Unlike weapon skills, shield abilities are activated on your opponent's turn (when a character is struck). Some of these are retributive, dealing damage to the foolish enemy who moved against you, but others are even more useful.

To get the most out of your shields, it is nice to have a set with a skill-stealing ability, another with a protective skill, and a final one that is based on damage dealing or a special protection spell. Again, this follows the notion that you can switch to whatever you need during battle. Throw on the skill-stealer if it's a battle that you know you can handle (or one where you are just dying to get the ability). Stay on the protective shield when in doubt, and then turn to the final shield during special circumstances.

If you want to equip your character for maximum survivability in the later stages of the game, it is nice to have a set of shields with your best defensive abilities woven into them. Having three powerful shields equipped will give you a lot of leeway when you are taking on some of the game's most difficult foes for the first time. Because many of the best powers only work one time per battle (or even per shield), it is completely sound to have redundant shields with the same ability.

Ryu is out in the middle of all the fights, so damage is a fact of life for him. When choosing shield skills, remember to get something fun for him. Extra Ability Points are always useful (Leech Power), and even Weapon and Shield Boosts can add up if you are fighting longer battles (these are not useful at all in the short skirmishes, but the cumulative nature of these skills will push them over the top in the long run).

For someone like Nina, Snatch and Duststorm are personal favorites. Snatch has all of the functionality of Steal and a healthy reduction in damage taken also. You pay for this in extra Ability Points per enemy attack, but this is a fair cost for a powerful shield attribute.

Simply put, Lin is at her best with Snatch or Leech Power.

One interesting thing about shields is that some of the most powerful shields are very strong but still have no slot for abilities. This forces you into a tough decision. If you are willing to sacrifice the significant get out of trouble power that the shield skills allow, you can equip some fairly inexpensive and useful shields. For Ryu, being a melee character with a load of hit points in the later game, this is sometimes a good trade. For frail little Nina, this is not as likely to pay off (as you don't even want her on the front lines in the first place).

SHIELDS

RYU'S SHIELDS

SHIELD	COST	DEFENSE	WT	SKILL
Ranger Shell	320	3	3	●
Solid Shell	800	0	0	Phys.Def-25%
Astral Shell	800	0	0	Mag.Def-25%
Buckler	1600	8	5	X
Solid Guard	2400	0	0	Phys.Def-50%
Astral Guard	2400	0	0	Mag.Def-50%
Protector	3200	16	3	X
Riot Guard	4000	6	1	●
Vari Shell	5000	0	0	Univ.Def-25%
Chobham Plate	9000	24	1	X
Vari Guard	15000	0	0	Univ.Def-50%
Soul Shell	24000	0	0	Special

LIN'S SHIELDS

SHIELD	COST	DEFENSE	WT	SKILL
Tricharger	320	3	3	●
Solid Ribbon	800	0	0	Phys.Def-25%
Astral Ribbon	800	0	0	Mag.Def-25%
Bangle	1600	8	5	X
Solid Bangle	2400	0	0	Phys.Def-50%
Astral Bangle	2400	0	0	Mag.Def-50%
Platinum Shield	3200	16	3	X
Hymnal	4000	6	1	●
Vari Ribbon	5000	0	0	Univ.Def-25%
Lightwave	9000	24	1	X
Vari Bangle	15000	0	0	Univ.Def-50%
Soul Ribbon	24000	0	0	Special

NINA'S SHIELDS

SHIELD	COST	DEFENSE	WT	SKILL
Amulet	320	3	3	●
Solid Ring	800	0	0	Phys.Def-25%
Astral Ring	800	0	0	Mag.Def-25%
Silver Arc	1600	8	5	X
Solid Loop	2400	0	0	Phys.Def-50%
Astral Loop	2400	0	0	Mag.Def-50%
Gold Arc	3200	16	3	X
Talisman	4000	6	1	●
Vari Ring	5000	0	0	Univ.Def-25%
Platinum Arc	9000	24	1	X
Vari Loop	15000	0	0	Univ.Def-50%
Soul Ring	24000	0	0	Special



ARMOR

RYU'S SUITS

SUIT	PRICE	DEFENSE	MOVEMENT	SPECIAL PROPERTY
Ranger Suit	360	14	10	—
Light Suit	880	9	20	—
Heavy Suit	2200	22	0	—
Fire Gear	3300	16	5	Reduces Fire damage by 50%
Ice Gear	3300	16	5	Reduces Ice damage by 50%
Plasma Gear	3300	16	5	Reduces Electric damage by 50%
Poison Gear	3300	16	5	Protects against Poison condition
Virus Gear	3300	16	5	Protects against Virus condition
Chaos Gear	3300	16	5	Protects against Confuse condition
Sleep Gear	3300	16	5	Protects against Sleep condition
Blind Gear	3300	16	5	Protects against Blind condition
Bind Gear	3300	16	5	Protects against Bind condition
Stun Gear	3300	16	5	Protects against Stun condition
Lock Gear	3300	16	5	Protects against Lock condition
Impact Gear	3600	17	5	Reduces hit-back distance by 75%
Death Gear	3900	18	5	Protects against Instant-death attacks
Superlight	4000	12	25	—
Strider Suit	8400	17	15	—
Superheavy	9600	34	5	—
Excel Suit	10000	14	10	Reduces likelihood of all conditions
Protect Suit	60000	12	5	Complete immunity to all conditions

LIN'S ARMOR

SUIT	PRICE	DEFENSE	MOVEMENT	SPECIAL PROPERTY
Wild Chaps	360	12	10	—
Quick Chaps	800	7	20	—
Heavy Chaps	2000	0	0	—
Fireproof	3000	14	5	Reduces Fire damage by 50%
Iceproof	3000	14	5	Reduces Ice damage by 50%
Plasmaproof	3000	14	5	Reduces Electric damage by 50%
Poisonproof	3000	14	5	Protects against Poison condition
Virusproof	3000	14	5	Protects against Virus condition
Chaosproof	3000	14	5	Protects against Confuse condition
Sleepproof	3000	14	5	Protects against Sleep condition
Blindproof	3000	14	5	Protects against Blind condition
Bindproof	3000	14	5	Protects against Bind condition
Stunproof	3000	14	5	Protects against Stun condition
Lockproof	3000	14	5	Protects against Lock condition
Impactproof	3300	15	5	Reduces hit-back distance by 75%
Deathproof	3600	16	5	Protects against Instant-death attacks
Quick Garter	3900	10	25	—
Wild Garter	8100	15	15	—
Heavy Garter	9200	32	5	—
Princess Guard	9600	12	5	Reduces likelihood of all conditions
SaveQueen	54000	10	5	Complete immunity to all conditions

NINA'S ROBES

SUIT	PRICE	DEFENSE	MOVEMENT	SPECIAL PROPERTY
Slave Clothes	280	10	10	—
Light Clothes	720	5	20	—
Heavy Clothes	1800	8	0	—
Fire Check	2700	12	5	Reduces Fire damage by 50%
Ice Check	2700	12	5	Reduces Ice damage by 50%
Plasma Check	2700	12	5	Reduces Electric damage by 50%
Poison Check	2700	12	5	Protects against Poison condition
Virus Check	2700	12	5	Protects against Virus condition
Chaos Check	2700	12	5	Protects against Confuse condition
Sleep Check	2700	12	5	Protects against Sleep condition
Blind Check	2700	12	5	Protects against Blind condition
Bind Check	2700	12	5	Protects against Bind condition
Stun Check	2700	12	5	Protects against Stun condition
Lock Check	2700	12	5	Protects against Lock condition
Impact Check	3000	13	5	Reduces hit-back distance by 75%
Death Check	3300	14	5	Protects against Instant-death attacks
Light Robe	3600	8	25	—
White Robe	7800	13	15	—
Heavy Robe	8800	30	5	—
Angel Coat	9200	10	10	Reduces likelihood of all conditions
Divine Coat	48000	8	5	Complete immunity to all conditions

GENERAL ITEMS

It may sound obvious, but one of the greatest pieces of wisdom in *Dragon Quarter* is to carry enough usable items to get you through any situation that may arise. Having curative items (to save you from evil status ailments) can make the difference in a longer battle, and general healing is a must under any circumstance. There are no inns or simple health solutions in the underworld. Your characters will have to use healing and curative items to regain every single hit point that is lost during the adventure, and you won't want to be caught in the middle of a huge dungeon (or worse, a boss fight) without a single aid kit to rely on. Even when the cost seems prohibitive, shell out those Zenny and get at least a stack of ten healing kits for every excursion. For many of the later dungeons (when you will likely have extra pockets to carry more items), it is wise to have at least two stacks.

Because it doesn't cost any Ability Points to use items in battle, you should heal characters as soon as they take any damage that is threatening. In boss fights, this is especially critical; some bosses do so much damage that it is foolish to fall even 30 or 40 hit points short of your maximum. Fainting in the middle of battle means that you will lose your attack, and it can be hard to turn the initiative back against your enemies once they have stolen it from you. Heal early and heal often. Yet, healing items are not the only ones of use to you.

There are many temporary items (such as Power Boost) that increase your possible damage output, one way or another. When an extremely important round begins, throw one of these items into the fire to push your best combination attacks to a more feverish pitch. Imagine the power of the following strike: before Ryu has his turn during a round, Nina directs all of her AP to Ryu with Transfer and uses a 7th Sense on him as well. In a single round, you can combine several items and spell effects in a synergistic way. The end result will be a huge outpouring of damage in one attack (there are a number of enemies who are several times easier to kill by tackling them in this manner).

Of course, *Dragon Quarter* limits your ability to come into battle with hundreds of kits and booster items by dramatically limiting your party's inventory. This makes certain mundane decisions very important during a dungeon crawl. Exactly how many healing kits are wise to bring? Is it worth carrying around 30 Aid Kits, 20 Multimed, Power Boosts, Range Boosts, and everything else that you pick up? Perhaps, but you won't be able to grab much loot from the monsters and chests if you are playing it safe. Maybe that is a trade that you are willing to make, but having substantial Zenny and an influx of powerful items can be of dramatic importance in the middle and late game. As with many things, it's a matter of balance.

One nifty way to keep your inventory clear is to take the most powerful healing kits that you can afford. Instead of having four stacks of Heal Kits (+50 Hit Points), you could buy an entire stack of Med Kits (+200 Hit Points). If you have substantial wealth to spare, you even have the option of buying the group healing items, the Mega Aid Kit and the Trauma Kit (which respectively heal everyone for 100 and 200 Hit Points). These cost a lot of money but are even better in terms of backpack efficiency. You can then limit yourself further by putting spare items in your item locker to save for later dungeons. If



INVENTORY

ITEMS

Item List

NAME	COST	PURPOSE
Heal Kit	60z	Restores 50 HP to one person
Aid Kit	120z	Restores 100 HP to one person
Med Kit	240z	Restores 200 HP to one person
Mega Aid Kit	360z	Restores 100 HP to all members of your group
Trauma Kit	720z	Restores 200 HP to all members of your group
Tonic	500z	Cures Unconscious and restores 1/2 of Max HP
Escape	320z	Lets a party flee from a Non-Boss Battle
Antidote	20z	Cures Poison status
Wake Up	20z	Cures Confusion and Sleep status ailments
Footloose	20z	Cures Bind status ailment
Vaccine	20z	Cures Virus status ailment
Multimed	100z	Cures any ailment except for Unconscious
Fresh Meat	8z	Bait for enemies; can restores 10 HP when used in battle
Dynamite	40z	Fire element mini-bomb that explodes on contact
Bomb	80z	Fire Trap that can be thrown or used in combat
Prox Bomb	80z	Explodes when enemies approach or can be used at will in battle
Confushroom	16z	Bait that causes Confuse, will afflict you if used in battle
Poisonshroom	16z	Bait that causes Poison, will afflict you if used in battle
Sleepyshroom	16z	Bait that causes Sleep, will afflict you if used in battle
Add AP	N/A	Adds 1 round of Ability Points to the current character
Full AP	N/A	Adds 2 rounds of Ability Points to the current character
Attack Boost	N/A	Increases the target character's attack by 25% for a battle round
Defense Boost	N/A	Increases the target character's defense by 25% for a battle round
Speed Boost	N/A	Increases the target character's initiative by 25% for a battle round
Range Boost	N/A	Increases the target character's range by 25% for a battle round
7th Sense	N/A	Raises all of the character's battle stats by 50% for a round
Golden EXP	N/A	Raises Experience Points per battle by 5%
Present	N/A	Raises the chance for monsters to drop items when they die
Tracker	N/A	Increase the range at which monsters are detected on the mini-map
Save Token	N/A	Allows you to use the Teleorders to save your game one time

the battles haven't been pushing you to the edge, then it is unlikely that the current area is going to suddenly overwhelm you.

There are some really special items in *Dragon Quarter* that you don't equip or use directly. Golden XP tickets and Presents are two such items. These items remain in your inventory and work passively from there.



Golden XP Tickets raise the amount of Experience that you get from battles by 5% per ticket. Because these stack, this is an extremely useful item to carry around. You can get up to 20 of these items. You can often find at least one per pass through the game (there is one spot in the Frozen Road where it is invariably found). However, the best way to get these is to use The Colony. See the section on The Colony toward the end of the guide to find out more about this.

Presents increase the percentage of items that are dropped by enemies that you kill. Although some may prefer the Experience items to these, there is little reason not to have both. The most dependable place to find a Present is in Kokon Horay, which you can learn about later in the guide as well.



ADVANCED FUNCTIONS

Once everyone has a working knowledge of the game, everything else should be an easy slide into a perfect victory. Well, maybe it won't be quite that easy. In fact, *Breath of Fire: Dragon Quarter* is one of the more challenging RPGs to hit the market over the past couple of years. Capcom has decided to shake up the scene by throwing a couple of curve balls at the community, and players will be both challenged and excited by the results.

Even though the learning curve is a bit higher in this game than for some of the more traditional titles, players will find that things become much easier once they understand what the game is trying to accomplish. At first, money feels very tight and experience is hard to come by. After you learn where to look for all of these things, it will be you who determines how many challenges you wish to face. Everything will become optional and you'll be able to set your own pace. Thus, be ready for smooth sailing after a rough and exciting takeoff.

This section is useful for taking a look at the more complex aspects of the game. Using skill combinations, party experience, and the SOL system, players can successfully mine all that this game has to offer. Without mastery of these functions, it will be a much harder run through the massive dungeons of *Dragon Quarter*.

SKILLS

The first step in understanding the skill system is to take a look at the basic skills with which each character starts out. By itself, each skill is fairly easy to understand. Every skill has a cost (at 10, 20, or 30 APs), and a character can haul off and use as many skills per round as they can afford (with Ability Points). Easy enough, if you want to walk on up to a monster and hit them with five or six 10-point attacks during a round. The 20- and 30-point skills cost more and usually hit more targets or have a chance of adding secondary effects in the process of doing damage.

The nice thing about the skill system is that many skills have a perfect time and place. Ryu has a very strong basic attack (Slice does awesome damage for a 10-point attack), but a well-placed Kick can throw an enemy back at the end of a long combat round (thus wasting enemy Ability Points as the creature moves back into position). Attacks that hit multiple enemies often cost more or do less damage, but pay for themselves in full when several enemies are clustered together. If you have your characters fill different roles, it will make increase the effectiveness of your entire party.

For example, Ryu is an incredible damage dealer when he's facing a single opponent. Even shielded warriors who can absorb attacks simply can't stand up to the brutal strikes that Ryu can dish out. If you equip Ryu with as many high damage skills as possible, he'll excel as a duelist, but this will leave him a bit exposed when you're thrown into a battle against six or seven enemies at once; this is compounded if the enemies are spread out. Even with over

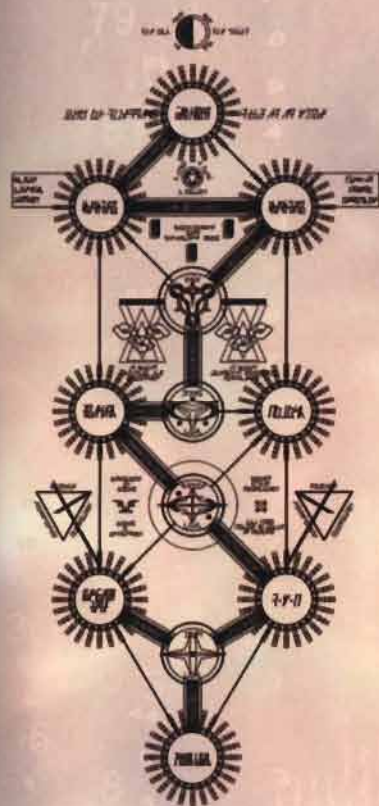
100 Ability Points, Ryu won't be able to knock everyone down before he starts to take a bit of damage. In this circumstance, Nina reveals herself as the girl that will save the day. Almost every elemental ability that Nina has can hit multiple enemies. When monsters start to group around Ryu, a long burst of fire spells will soften your enemies to the point where a few slashes will finish each one off. Nina's magical traps also serve well in keeping enemies at range.

To get the most out of each party member, it's crucial that you equip your people with the right selection of skills. At best, assuming a perfect weapon, you'll get to choose three skills for each level of action. With only nine total skills are available at a given time, you'll have to consider what the character needs to accomplish during a given fight. Throw in high damage skills for Ryu's boss fight, but maybe give him more group attacks for dealing with wandering encounters. If Nina isn't coming through with raw damage, give her the ability to transfer her AP to a character that's more successful at this. Have Lin attack everything on the field at max range or have her - attack everything on the field at max range (who needs flexibility when you hit hard AND dress like a cat?!). Focus on getting what you want out of each character and every battle will be easier.

One nifty trick for getting more skills into a given fight is to carefully thread different skills into three weapons and have them all on your character. This game is very lenient about switching between equipment pieces during battle, so you could have Ryu walk around with

a sword for Boss fights, one for random encounters, and an elemental blade that counters the common enemies in whatever dungeon you're currently wandering through. Nina could be set up to have all of her elements on one staff, true enough, but you could have her set up to wield any of three elemental staves; each one could have a single element and a wide range of supporting spells. This would make Nina a lot more versatile, and you'd have the option to switch staves during any battle that required a different element. Because weapon switching takes no Ability Points, there's no reason to force one weapon to do everything.

These are generic examples, and many dungeons will require a more subtle approach. Nina's best staves are usually generic ones, especially later in the game, so you won't often have three elemental staves at once. For Ryu, the later weapons are often very large and heavy, so he often has to keep a light weapon as a spare, regardless of its skill selection.



Lin is actually the most complicated character to

use; her skills are extremely interdependent. If you try to avoid combos with her and just stick with an attack - or two - that works, her performance will not only suffer, but it will collapse into near uselessness. Many of Lin's skills, like Hey, Hey and such, are meant to build up into combos that are synergistic. Unlike the other characters, Lin can quickly dish out triple damage with a tiny combo. This makes your gunner a fairly weak character until you get to know her, at which time she becomes a mainstay for the rest of the game. As for her skills, it's nice to have at least one weapon with damage and debuff threads against a single enemy. During larger fights, have a weapon with higher

range and a ton of 30-point attacks (Lin's Sniper Scope guns are absolutely incredible). Lin's 30-point strikes are meant to soften massive groups of targets, and the damage from these gorgeous-looking techniques is substantial. Blow Up! and Let's Dance! show off the real power of range and Area of Effect (AoE) skills.

COMBINATIONS

There are two types of combinations in *Dragon Quarter*: normal combinations and special combinations. Normal combos are basically a string of your normal abilities, done in any order, that grant a cumulative +10% damage bonus for each new skill that is used in the

chain. Special combos are specific groups of skills that are done with a result that is different from the use of those skills outside of a combination. There's no way to tell which skills combine to form a special combo, so it's all a matter of trial and error.

Special Combinations take a while to uncover.

Because you don't start with many of the skills that you need to pull off these nifty moves, they are discussed throughout the guide. As you continue to add to your inventory of dirty tricks, you will be told how to complete more and more of these. From the beginning of the game, Ryu's Side Slash to Vertical Slash combination is the first of these special moves that you will encounter (this combo cause Ryu's Vertical Slash to hit over a wide area, which is certainly useful and is neat to watch).



BATTLE TECHNIQUES

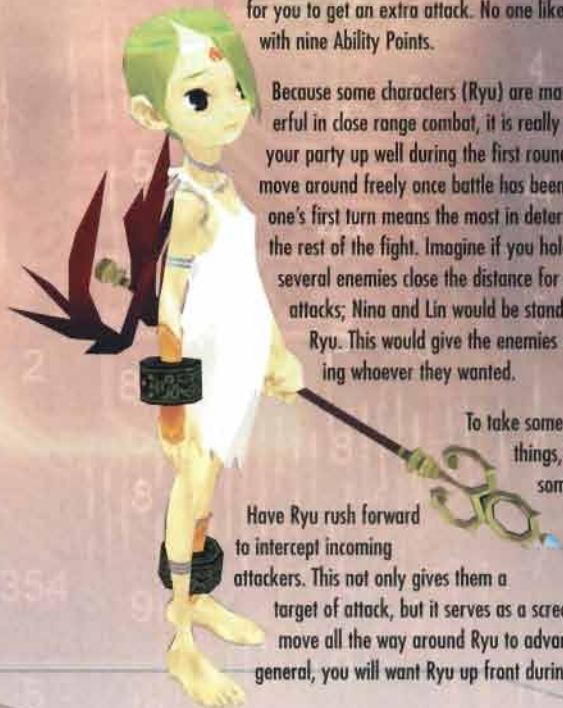
Because *Dragon Quarter* has an active battle system, there is a lot more to the fighting than equipping the right weapons for the right moment. Indeed, you must start the fight off well and keep the pressure on your enemies until the last one has fallen. Even a well-equipped party can be destroyed in this game if you make a dire mistake or two during a vicious encounter. Although each player must figure out what style to use over dozens of battles, there are some common techniques that almost anyone can rely on to succeed.

In battle, you can expect no quarter from your enemies, but the game's engine will give you a lot of leeway when it comes to most decisions. For one, movement does not truly cost you anything until you end your turn or make an attack against your foes. This means that you can take a character's turn and run around the entire circumference of his or her movement radius to see where the best point of attack or defense will be. At any time before making an attack, you can choose to reset your position without having lost a single Ability Point. You won't find a better deal anywhere else. Use this often to scrape together an extra AP or two; several enemies may seem equally distant, but one might be just close enough for you to get an extra attack. No one likes to end their turn with nine Ability Points.

Because some characters (Ryu) are many times more powerful in close range combat, it is really important to set your party up well during the first round. It's a lot harder to move around freely once battle has been joined, so everyone's first turn means the most in determining their roles for the rest of the fight. Imagine if you hold your ground while several enemies close the distance for a series of melee attacks; Nina and Lin would be standing right next to Ryu. This would give the enemies free reign on attacking whoever they wanted.

To take some of the chance out of things, be willing to spend some Ability Points.

Have Ryu rush forward to intercept incoming attackers. This not only gives them a target of attack, but it serves as a screen (enemies have to move all the way around Ryu to advance on the ladies). In general, you will want Ryu up front during combat while Nina



and Lin stick to the back and use their ranged attacks to wound entire groups of targets. If one of the two ladies is going to take a shot, try to make it Lin. Our lovely gunner can still put on some hefty armor, and she also has a close attack or two in the later game. By itself, Shatter is a skill that puts the fear of doom into monsters' hearts.

When you're fighting enemies who have no ranged attacks at all, you can be a lot more devastating. Nina has a ton of tricks up her sleeves, and these add up to a complete mastery of melee-based enemies. Nina's magical traps can be laid over a substantial area between your party and the enemies (especially when you use 20- and 30-AP spells). If you lay magical traps, then these will serve one of two purposes, depending on the monster. Some monsters won't run through traps; they huddle in the corner, avoiding the certain damage that would hit them should they advance. Other creatures will charge through the magical traps and lose health and Ability Points along the way. In either case, Nina can entirely control battles if the enemies lack range and ambition. Another secret of our unassuming mage is that she can target enemies through walls (Ryu and Lin can't do this under even the best of environments). This makes it possible to have Nina peg away at creatures that can't always find a suitable path to reach her. Unfair? Perhaps. Being a monster is a nasty career, and they know the risks.

Most of the time, you will have to deal with ranged combat. Instead of using magical traps and patience, foes under these conditions should be met head on. Ryu can thrust himself into the thick of things as Nina and Lin start their work. If you are facing melee and ranged attackers, do everything that you can to group them so that you don't end up with people flanking your precious mage. Ryu only has enough APs to be in one place at one time (usually), and you don't want a hoard of people to surround your group. To avoid this, back Lin and Nina away as Ryu takes the early melee attackers. This will cause the enemy front to advance (thus, they will consolidate their force, making group attacks much easier).

If there is cover to be found in a room, and there often is, you can always use that to your advantage during a tough skirmish. Line of sight is almost always needed for attacks in *Dragon Quarter*, and a corner, pillar, or boulder can hide you from the assault of almost anything. What makes cover even more useful is the opportunity to build up Ability Points. You can always tuck your party away until they are up to their maximum APs; the first enemy who pokes his head around the corner in these cases will certainly regret what will happen next.

EXPERIENCE POINT SYSTEM

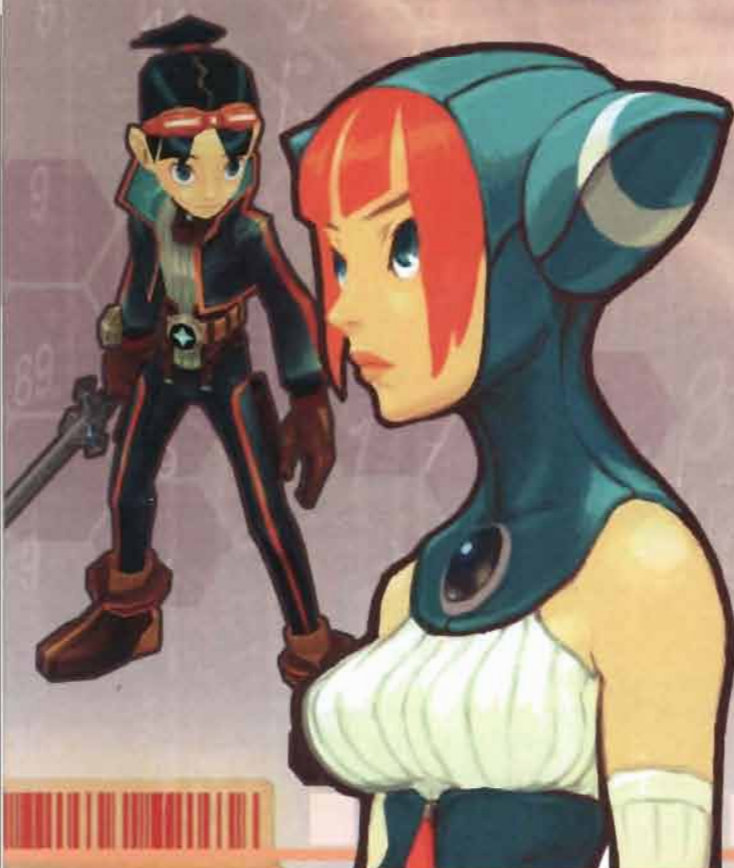
The experience system in *Dragon Quarter* is also something that is novel and exciting. There are two ways in which your party gathers experience. The first way is pretty normal, and most gamers will be extremely comfortable with this system (you kill monsters and gain experience, and that experience is then divided and given to each member of your party). This system is tried and true, and you will gain your levels just as you do in many other series.

The other type of experience is more versatile. Battles and special items will give you Party Experience. This is almost like an experience bank. It's possible to let this gather for as long as you wish, but eventually you will want to use this experience to give your characters additional levels. The first nifty part is that you can assign this experience to anyone in your group. Do you want to catch Nina up so that she is the same level as Ryu? Go ahead. Do you want to keep leveling Ryu so that he is an undefeatable lord of battle? Fine by us. Party Experience is great for rounding out your party and for customizing them to match your style of play.

As a bit of advice, you may want to level Lin up more than anyone else; your gunner's low speed puts her pretty far back in the order of initiative, and that can hurt a lot in short encounters. Having a few bonus levels should ensure that Lin is much more active in combat during the early and middle game.

The fun doesn't end there. There is an entire level of strategic use for party experience that hides beneath the surface. If you die, give up, or win the game, you will have the chance to start over at the beginning (or at your last save, for the first two alternatives). When you restart, you will have lost your recently gained experience and all those precious, wonderful levels. It's sad, it's rough, but it's entirely expected. Yet, all of the party experience that you have saved will still be there. If you are getting to a point in the game where you just feel overpowered and frustrated, let the restart option lead you to the winter of your discontent. Saving up a ton of party experience will allow you to begin anew; a second run with a fair measure of free levels will make each step along the journey a lot easier. You will gain more experience points (by winning fights more easily), and you will have more money to spare because you won't be wasting as much on healing items. Plus, the entire process is relaxing and enjoyable. Your enemies don't like this prospect so much, but that is their problem to worry about.

To give you an idea as to how far your party experience can go, the following table shows roughly how much experience it takes to get all three of your party members up to a set level.



Desired Party Level and Required Experience Total

10	2,000
20	30,000
30	110,000
40	390,000
50	961,000
60	1,925,000
70	3,500,000

There are ways to increase the amount of Party Experience that your group receives. The most obvious way is to fight as many monsters as possible during your trips into the dungeons, but that is neither subtle nor glorious. A better way starts with an understanding of how Party Experience is awarded.

When your party receives Experience Points for an encounter, the engine multiplies that number by the sum of your listed Tactical Bonus and Rating Bonus. The result is the amount of Party Experience that your group gains. See the following example:

Example

100 Experience Points * (10% Tactical bonus + 60% Rating Bonus)
 100 Experience Points * (70% Total Bonus)
 70 Party Experience Awarded for Battle

In really huge battles, it is even possible for you to earn more Party Experience than the total amount for the monsters killed. This happens because the Rating Bonus can go above 200% by itself. Whether you are planning on restarting the game or not, it is fairly obvious that the Party Experience system is critical if you are interested in getting your characters into the higher levels. A healthy understanding of the experience system makes it a whole lot easier to set yourself up for the kind of battles that receive massive bonuses for Tactical and Rating parameters.



The Tactical Bonus system is based around three things: Extra Turns, Food, and Party Health. Your Tactical Bonus will be higher in a fight where you initiate the encounter (as opposed to being surprised by your enemies), take no damage at all, and when the fighting starts while the monsters are eating food. See the table below.

Tactical Bonus System

Party Initiates Battle	2%
Battle Starts While Enemy Is Eating	3%
No Party Members Are Wounded in Battle	5%

The awards are given independently. You get a total Tactical Bonus based on the sum of the parameters that you fulfilled. Because the sum of all three values only achieves a 10%

bonus to your experience, it may seem unimportant to focus on the game's tactical aspects. The counterargument to this is that these bonus points are given for things that you already shoot for. You always want to be the one to start a battle; it gives the character who attacks a free round, it prevents your enemies from doing the same, it gets you a higher percentage for Extra Turns (which factor into your final score), and it gives you more experience. Who would say no to that? Second, it's always great to escape battle unharmed, so that should be a goal for every encounter.

The only real sacrifice for this system is to carry around enough meat so that you can lure enemies to their gluttonous demise. This can be a problem because it demands that you use an inventory slot for the food, it costs a bit of money in the early game, and you will spend a bit more time setting up some of the fights. In the end, it is really a matter of individual preference whether that extra 3% is worth the trouble. The nice thing about meat



Time Factor

EX Turn	12
Turn 1	10
Turn 2	8
Turn 3	6
Turn 4	4
Turn 5	2
Turns 6-9	1
Turn 10+	0

Enemy Factor

1	.5
2	2
3	4
4	6
5	8
6	10
7	12
8	14
9	16
10	20

tossing is that it sets up your party for an AoE spam attack. If all of the enemies are clustered together for a meal, you can have all three party members rush in with AoE attacks. This is a great way to vaporize groups of light and medium enemies in the first turn.

So the Tactical Bonus is useful and fun for the whole family, but what about the Rating Bonus? The truth of that system will lead many a player into a lust for huge battles against as many enemies as the engine will let them pull together. The Rating system weighs the total number of enemies that you kill in a battle against the number of rounds that it takes to bring those villains down. If you can gather a large enough hoard and timely defeat them, the rewards are fit for a king.

The final Rating Bonus is calculated by multiplying the Time Factor by the Enemy Factor. A battle with six enemies that lasted for three rounds would have a Rating Bonus of 60%.



All of this may seem a bit complex until you have survived a few battles and seen the math in action. These tables will give you a glance at the underlying system that computes the Party Experience, but they really don't matter as long as you can work on the end result; group enemies together and dash them to pieces as quickly as possible. If you can do that, then the experience points will roll into your coffers at a blinding rate. A healthy use of meat to draw groups together will aid you in this, and don't be shy about taking risks with AoE spells. For maximum experience, it is sometimes better to destroy a large group on the second round rather than prune its members down over three or four rounds. You will take more damage this way, but if the experience points are worth the trouble...

A final thing to mention about levels is that no one is likely to run into the hard cap for Experience Points in *Dragon Quarter*. You can take your party about as high as you could ever want and still have a number of levels to go. Instead of using a rigorous hard cap, the developers decided to use a system of diminishing returns with regard to level rewards. After level 60, characters don't get much of anything from gaining levels. Sure, you will get a point here and a point there, but nothing will show up to warrant the huge amount of time that it will likely take to get those levels. For almost every player, level 60 is as high as you should ever seek.

D-RATIO: A MEASURE OF SUCCESS

The D-Ratio has a few functions in *Dragon Quarter*, and the most important one is its use as a measure of score. After surviving your journey to the end of the game, the system will calculate a new D-Ratio for you (for when you start the game over). Although you start with a measly 1/8192, it is fairly easy to improve on this with each play through. The highest level is a 1/4 ratio: a *Dragon Quarter*. This is not entirely easy to achieve, and it takes a lot of practice and patience to pull off. Still, knowing how the score is ranked can make a huge difference!



To find out what a person's score would be, add up the values from the following tables and look on the final table to see what D-Ratio they would earn.

Clear Time (in Hours)

8	10 Points
9	9 Points
10	8 Points
11	7 Points
13	6 Points
15	5 Points
17	4 Points
20	3 Points
23	2 Points
26	1 Point
26+	0 Points

Extra Turn Rate

95%	10 Points
90%+	9 Points
85%+	8 Points
80%+	7 Points
75%+	6 Points
70%+	5 Points
65%+	4 Points
60%+	3 Points
55%+	2 Points
50%+	1 Point
50%-	0 Points

Map Completion Rate

98%+	10 Points
96%+	9 Points
94%+	8 Points
92%+	7 Points
90%+	6 Points
88%+	5 Points
86%+	4 Points
84%+	3 Points
82%+	2 Points
80%+	1 Point
80%-	0 Points

Treasure Boxes Opened

42+	10 Points
39+	9 Points
36+	8 Points
33+	7 Points
30+	6 Points
25+	5 Points
20+	4 Points
15+	3 Points
10+	2 Points
5+	1 Point
4-	0 Points

Number of Saves

0	10 Points
1	9 Points
2	8 Points
3	7 Points
4-5	6 Points
6-7	5 Points
8-9	4 Points
10-11	3 Points
12-13	2 Points
14-15	1 Point
16+	0 Points

Highest Floor Reached in Kokon Horay (the Bonus Dungeon)

B50F	10 Points
B46F+	9 Points
B41F+	8 Points
B36F+	7 Points
B31F+	6 Points
B26F+	5 Points
B21F+	4 Points
B16F+	3 Points
B11F+	2 Points
B6F+	1 Point
B5F-	0 Points

Average Level

The average party level is added to your total score

Total Score (D-Ratio)

100 Points	1/4
95+ Points	1/8
90+ Points	1/16
85+ Points	1/32
80+ Points	1/64
75+ Points	1/128
70+ Points	1/256
65+ Points	1/512
60+ Points	1/1024
55+ Points	1/2048
50+ Points	1/4096
50- Points	1/8192

The Extra Turn Rate is a percentage that reflects the number of random encounters that you begin (rather than being attacked by your enemies). It isn't too hard to get a high ranking in this area, although a 95% may take some practice in anticipating camera problems and ambushes.



For Map Completion, you only need to uncover a room. Often, an entire section will be revealed just by walking into it. Yellow doors usually mark the break points for your map, so it is critical that you open every yellow door to at least poke your head in. Some yellow doors hide broken elevator rooms and things that have no major importance, but the concealed areas still count toward your final Map Completion percentage.

As for Treasure Boxes Opened, you will find that this is a lot easier to score well on during your second run through the game. The areas hidden behind D-Ratio doors often have at least a chest or two, and this contributes well to your total.

For scoring well on the Number of Saves section, you must resort to using temporary saves only. This is a very scary thing (especially if you live in an area where power tends to be a bit finicky). This may sound a bit extreme, but you may want to grab a very basic UPS (uninterruptible power supply) if you are playing this way. No one deserves to play for ten hours only to have a power flicker trash everything.

Other than that, this isn't much of a limitation; people who are going through the game a second time will rarely face a challenge that they aren't ready for. Hard saves aren't very critical when you have a killer party to rage through the game.

Kokon Horay, the Fairy Dungeon, is a perfect way to top off your point total. You will score some extra points by exploring the higher levels of the dungeon. If you are a hair's width away from a *Dragon Quarter* victory, the Fairy Dungeon is a major spot on your path to that sacred rank.

THE DREADED D-COUNTER

After a certain point in the early game, an ominous counter will appear in the upper right side of your screen. This isn't exactly a doomsday clock, but the counter isn't far from it. If that counter reaches 100% before you finish the game, everything will be over for your beloved band of heroes. There are ways to prevent the counter from rising too quickly, but there are no ways to reverse its fearsome tread. Time marches onward, and the D-Counter creeps in its footsteps.

Ryu's incredible ability to run around the world and bash monsters out of his way without triggering a fight is addictive. It's fun, useful, and just couldn't be allowed to continue without a price. Thus, this is a point of increase for your D-Counter. Don't use Ryu's charge unless you absolutely need to bump an enemy out of the way without getting into a tussle. Well, if you don't care about having to give up before the end, use the ability as much as you want.





The big-ticket way to tack on D-Counter points is to transform into a dragon. After the previously mentioned plot point, this will be an option for you during every battle. To limit this, you will wrack up major Counter points every time you transform. The moral of the story is to only change into a dragon when you need to, not when you want to. If you have high enough levels, you will only need to transform during a couple of the boss fights at the very end of the game. Even many of these are possible to survive without resorting to dragon power if you have incredible equipment and some practice.

A form of damage control for your D-Counter is to use the dragon as efficiently as possible when you do have to transform. The strategy behind this is discussed in the next section.

MASTERING THE DRAGON: D-DIVING

Ryu's dragon form is so powerful that it becomes a thing of beauty. No matter what enemy you are facing, it won't be able to stand up to the dragon if you are willing to put some points into the battle. Once you learn how to use the full potential of this form, it is easy to destroy any boss without even wasting many points on the old D-Counter. First, you should acquaint yourself with the basic moves of the dragon.

Movement

The dragon has a huge field of movement, and it doesn't cost Ryu a single Ability Point to fly from enemy to enemy during a combat round. This is a huge asset during fights where the dragon is facing multiple targets. Take full advantage of this by wounding targets across the battlefield. Not every enemy has to be killed for the dragon to be successful; in fact, leaving enemies at low health for the rest of the party to finish off is a very efficient way to save points on your D-Counter.

Vortex



The 10-AP attack of the dragon is not weak in any way. Although any enemy who is worthy of seeing your dragon form will not fall to a single hit from this, a couple of singles will cut into most boss's health bars by a considerable margin.

This basic attack adds 1% to your D-Counter every time it is used.

Hurricane

The 20-AP dragon attack can hit enemies over a small area. This is rarely a cost-effective method for clearing out a battlefield, but there are specific cases where a boss will summon allies and expose the entire group to a single attack with this ability. Against fewer than three targets, though, this attack rarely pays off. If you have a lot of Ability Points to spend, it is often better to hit enemies individually.



The Group Attack adds 1.25% (per target in range) to your D-Counter every time it is used.

Twister



This ability costs 30 AP to use, but almost nothing can stand in your way when you throw out this much raw damage. Enemies with heavy armor or shielding absorb a set level of damage from each attack. For this reason, the Twister is a perfect way to lay bosses low without wasting points as you power through a new shield again and again. Ability Points will go down quickly when you

use this, but your D-Counter won't suffer as much as it would with any of the other abilities. In general, the Twister is your most efficient strike as a dragon. The total damage for a Twister is over twice what a good Vortex hit would inflict, so fact that into your decision what push comes to shove.

The Power Attack adds 1.5% to your D-Counter every time it is used.

Dragon Breath

At no time does the ability to breathe fire do enough damage to justify its huge cost in D-Counter points. Still, if you are planning on giving up in the near future, it is extremely enjoyable to watch your enemies simply melt away under the onslaught of Ryu's breath.

To use the Breath Attack, keep your finger on the circle after you selected the technique. Ryu will continue to breathe as long as you keep your finger on the button (and the D-Counter will continue to rise). When the enemy has been suitably pulverized, you can take your finger off the button and loot your foe's puddle for anything that might still be of use.



Dragon Charge



Against some enemies, even the dragon is not given an instant victory. This does not keep from you being able to do anything in the game in a single hit, however. To increase your power for a single round, use the Dragon Charge ability. After three charges, even the most powerful bosses in the game will fall to their knees in horror. A Twister after several Dragon Charges will do obscene, legendary damage.

Who could resist a lure like that? There is only a single creature in the entire world of *Dragon Quarter* who wouldn't fall to a heavy strike after a few Dragon Charges, and only a madman would seek out such an enemy.

The Dragon Charge adds 2% to your D-Counter every time it is used.

Cool Down

This ability costs nothing in Ability or Dragon Points, and it will turn you back into Ryu for the remainder of your turn. Do this when a fight is back under control to keep your D-Counter as low as possible.

THE SOL SYSTEM

The Scenario Overlay System (SOL) keeps the game exciting during replays. SOL adds new plot scenes to the game when it is being run additional times. Some of these scenes are available after a single restart (give up once and they are there). Others require you to complete the game before they show up, and some can't even be seen until you have completed the game several times and gotten a fairly hefty D-Ratio.

There aren't any real tricks to this, beyond beating the game and continuing to play with the same save slot. Your D-Ratio will improve over time, and some new areas will be available to you. If you want all of the background and side events to be under your control, it will take at least a couple complete circuits of *Dragon Quarter*.

EARNING LOTS OF ZENNY

Zenny makes the world go around, but it takes a whole lot of cash to get everything you need in *Dragon Quarter*. There are weapons, shields, suits of armor, and healing items, and the cost of living rarely goes down. You are going to need some tricks to make that Zenny account go into the sky, and this is the place to start learning how.

First off, a ton of Zenny are wasted when you are starting off in the game and don't know what is worth picking up. Because your inventory slots are painfully limited, there are often decisions to be made in the middle of the dungeon. "Do I keep this or throw it away so that I can pick up that new skill? What about this sword? Darn it, I need a pack mule."



These things will come up, but there are a few simple rules that will help you to make fair decisions about what is valuable. Grab every skill that you come across and immediately try to learn it; if you already have that skill, then throw the item away. Skills sell for almost nothing, and it just isn't worth it to grab these (especially because they don't stack).

Spare healing kits and curative items are nice if you need them to survive, but don't take any that won't be of use to you. These things are also very poor sellers when it comes to bartering time. If you pick up some extra healing kits of a different type than the ones you already were carrying, then use those first to get rid of them. You won't waste anything that way, and you will still free up that inventory space with good speed.

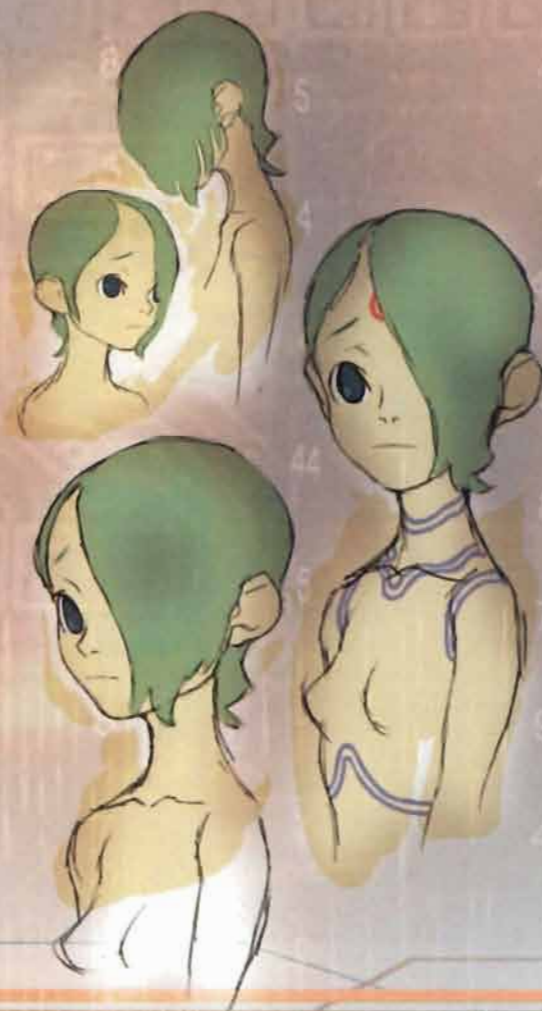
The big-ticket items are treasure pieces (Zenny Purses and such).

These do stack, and they are often worth hundreds or even thousands of Zenny apiece. You can make a fortune by selling these, and they won't take up more than a slot or two in your pack during a given run. It's almost never wise to pass these by.

Still, the biggest moneymaker of all in the game comes from spare equipment. Because these don't stack, they will eat up your inventory, but there is a lot of money to be made from selling these items after they have been identified in a town. A couple of pockets worth of equipment can fetch you 10,000z even in the middle of the game. That is enough Zenny to keep you rolling in healing kits and Multimed's for a couple of dungeons at least.



There are other ways to make money too. At a few points in the game, there are large groups of gold chests. Enough chests have Zenny that you can make a tidy sum by gathering these. If you save when you are close to one of these areas, and don't mind being a bit cheesy, then you can keep gathering the loot, selling the items, and using the give up option to do it all over again. You can make substantial wealth over a short time by doing this.



CHAPTER ONE

RANGER HQ

YOUR FIRST ASSIGNMENT

From the locker room, exit to the hallway and take the stairs to the second floor. The door at the end of the hall is your Captain's office, where you'll find Bosch, your partner, waiting for you. Talk to him, and he'll lead you in for a briefing about the day's mission. Ask all the questions you want, then respond with "No Questions" and you'll be dismissed.



VISIT LOWSECTOR JUNCTION AND BOROUGH



After your briefing, the man blocking the door at the other end of the hallway will move, allowing you access to LowSector Junction. You'll find a pair of Telecorders there, but Save Tokens are too precious to waste this early in the game.

The door to the west will take you to the Borough. Talk to the shop girl sitting on the box on the bottom level to buy supplies. Accept her advice and blow all 300z on Heal Kits. Make sure to place them on top of the five Heal Kits you already have (or remember to Sort them later) to save inventory space. The other two shop girls sell weapons you can't afford and appraisals you don't yet need.

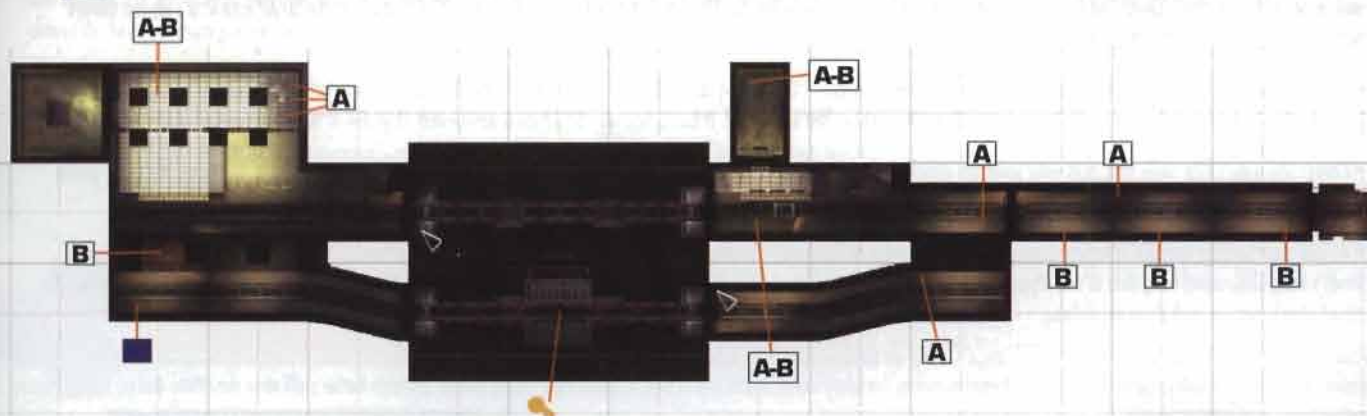


MEET BOSCH AT THE LIFTPORT

When you're done seeing the sites of Borough, cross back through the Junction into the Liftport, where your train awaits. Or, apparently, not. Bosch will order you into the lift tunnel to investigate. Head down the stairs and into the open train tunnel.



LIFT TO BIOCORP 1



DUKE

L	HP	XP
4	140	8

FIRE	ICE	ELEC
100%	100%	100%

DROP
Solt: Blind Gear (1:16)
10x

STEAL
Skill: Ogre Slice

NUGGET

L	HP	XP
2	90	5

FIRE	ICE	ELEC
150%	100%	HEAL

DROP
Fresh Meat (1:4)

STEAL
—

DUKE LEADER

L	HP	XP
8	200	18

FIRE	ICE	ELEC
100%	100%	100%

DROP
50x
Shield: Solid Shell (1:16)

STEAL
Skill: Wild Swing

YOUR FIRST CONFRONTATION

Smash the White Boxes in the first tunnel (with the Circle Button) to reveal some random items, usually **Fresh Meat**.



In the next tunnel you'll face your first few enemies. Run forward a bit and toss the Meat at the Duke. Before he can take more than a bite or two, run up and give him a hearty kick. There, now you've saved the Fresh Meat *and* guaranteed that Bosch gets the Extra Turn, a free opportunity to smack the baddies around before the normal turn order begins.



TACTICS

LESSON 1: GETTING STARTED

This is your opportunity to master the basics of combat. Among the simple tactics to master:

- Moving the shortest distance necessary to get within range of the foe (he'll light up when you're near enough), so you don't waste any AP.
- Check your remaining AP before you attack and plan an attack that will use up as much of it as possible in a single combo. Ryu's best combo is to start with his 10 AP attack and input Circle — Circle — Circle (hold down R2), which uses 60 AP. If he only has 50 AP after movement, Chain from the 20 AP attack to the 30 AP attack. It's almost always better to use all your AP in one combo instead of several individual attacks or small combos.
- Bosch has no level 3 attacks, so his best 60 AP combo is Circle — Square — Circle — Square, using all four of his attacks. This takes a bit of practice to pull off because of timing, so pay attention to the attack options in the corner instead of the action on the battlefield. If Bosch has only 50 AP after movement, skip one of the 10 AP attacks and use both 20's.
- Always use your utility skills first, and your powerful attacks last. For example, Thrust does only 25% damage, but lowers defense, so use that first. That way, the more powerful Snakebite can get both the 10% damage bonus and the benefits of the lowered defense.
- As you start fighting enemies in larger groups, take special note of Skills with "Spread" or "Line" targets, which can hit multiple foes. If you want to combo up to one, like Bosch's Fang Skill, select Fang first to see where you need to stand and what enemy you need to target to get the largest group. Then hit X to cancel, target that enemy with your 10 AP attack instead, and chain up to Fang.

After combat, head up the platform at the end of that tunnel and into the small room. Inside you'll find a Yellow Box, which always contains better stuff than the White Boxes, usually zenny, XP, stat boosting items, and Save Tokens.

On the south side of the same room you'll find a pair of Nuggets. They're equally easy to distract with Meat, and you should have no trouble killing them during your Extra Turn (which always earns you a nice XP bonus).

TIP

If you're getting annoyed with the limited range of Bosch's kick, or just want Ryu to start getting some action, you can hit R1 to switch the party leader. It's easier to start fights with Ryu's sword than Bosch's foot, but he can't do as much damage in the Extra Turn as Bosch can.



THE RAILWAY BRIDGE AND THE TREASURE KEY

The next room will contain either a trio of Nuggets and Dukes or a single Duke Commander. Whatever it is, treat them to the Meat-and-Kick special. Victory will net you this floor's **Treasure Key**, which fits the Treasure Box in the next room.



Scan the room before you try to open that Treasure Chest; you don't want to get hit in the back by an enemy that may be lurking in the passage to the north. The group of foes here will either be a Duke and a beefy Duke Leader, or a giant pack of mixed foes. Use the item you find in the chest to teach both characters the **Steal** skill.



TIP

Fortunately, Dukes are phenomenally stupid. If they're all lined up on the ramp, throw some Meat on the floor beneath the ramp. They'll just stand at the edge, transfixed by that tasty meat, letting you walk up and kick them for an easy Extra Turn.



The door to the west leads to an elevator to the next floor. But head out the north-east door first to get to that blocked Yellow Box in the first room (it usually contains a **Save Token**). There aren't even any foes on the way.

TACTICS

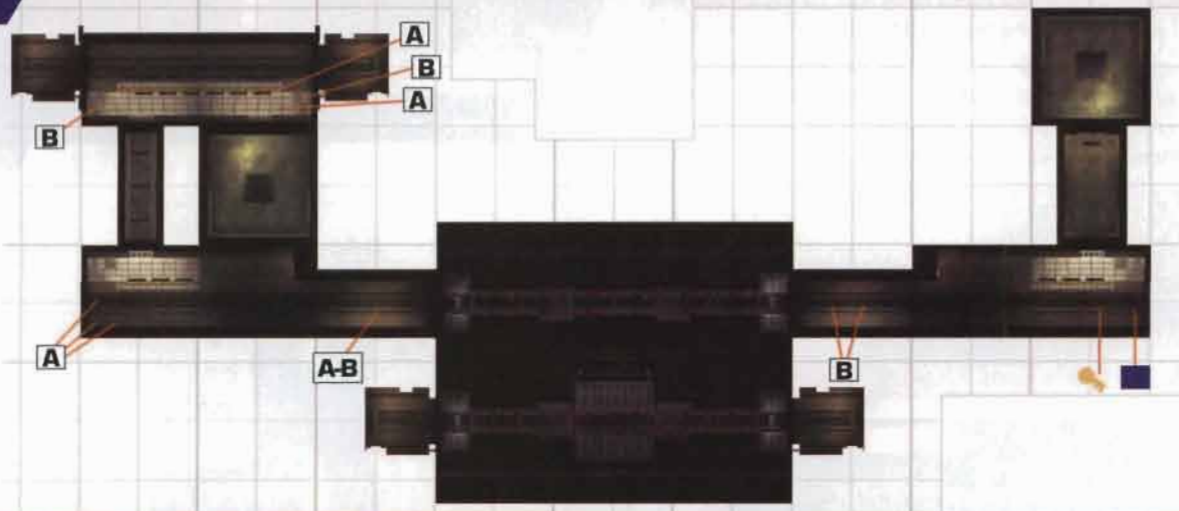
NEW SKILL: STEAL

Steal is one of the most important skills in the game, because it allows you to steal items from your foes. It works like this: thread it into a shield and, when that character gets hit, there's a good chance of stealing one of the attacker's items. (The exact odds of success are determined by the rarity of the item and the difference in Speed between the character and the attacker.) The downside is that it eats 5 AP off the top of your bar each turn. That's a negligible amount later in the game, but early on it tends to keep you from doing your best combos. For this reason, you may want to give it only to the party leader (since he'll get attacked most anyway). And you can always de-thread it when you're going into an area where there's nothing you want to steal.

Getting bored with Ryu's limited selection of skills? Get hit by a Duke to steal his **Ogre Slice** skill. A smack from a Duke Leader will net you **Wild Swing**. Go ahead and thread those onto your sword for versatility's sake, but don't get too excited; they're not incredibly powerful.



LIFT TO BIOCORP 2



DEATHCOW



L	HP	XP
22	530	88

FIRE	ICE	ELEC
100%	50%	100%

DROP

HP Up
Solt: Impact Seal +1 (1:2)

STEAL

Fresh Meat
Skill: Wild Swing (1:4)

GOO ELEMENT



L	HP	XP
10	150	50

FIRE	ICE	ELEC
100%	100%	100%

DROP

[weapon of type it is killed by]

STEAL

—

A MAJOR BATTLE IN AN EMPTY FLOOR

When you open the door after the hall past the lift, you may find yourself staring into the eyes of a huge minotaur-like Deathcow. If you don't see it, then that means there's a stealthy Goo Element lurking nearby inside. Either foe can be bribed with Meat or outrun, but they're guarding the Treasure Chest and holding the **Treasure Key**. There's a great skill in that chest, so you'll want to take them down sooner or later. If you've still got a bunch of healing items, you should do it now.





To get a jump on the Deathcow, walk up to the edge of the ledge, away from the ramp, and kick it in the head. That will force the Deathcow to attack only Bosch while Ryu stays away from the ledge and builds up his AP (on every other turn he can run up, do his best combo, and run back without risk). Have Bosch focus on attacks like Snakebite and Fang that will Poison the Deathcow and lower its defense. The Goo Element is harder to see, but if you can attack it from atop the ledge, it won't even be able to fight back.

TIP

If things go horribly wrong, don't forget that you can use your Heal Kits in combat (with no AP Cost) by pressing R2 and the Circle Button.



That's it for foes on this floor. Grab a few White Boxes on your way to the elevator in the south. If you fought the Deathcow and it dropped the **Impact Seal +1** (in your inventory it will appear as ????????+1), you may want to take it back to the Borough and get it appraised. It offers higher defense and some protection against Hit-backs (where enemies knock you back and you have to waste AP walking back up to them). It also offers 990z if sold (probably a better choice), enough to buy a bunch of healing items and a **Ranger Edge +2** from the weapon shop.

TACTICS

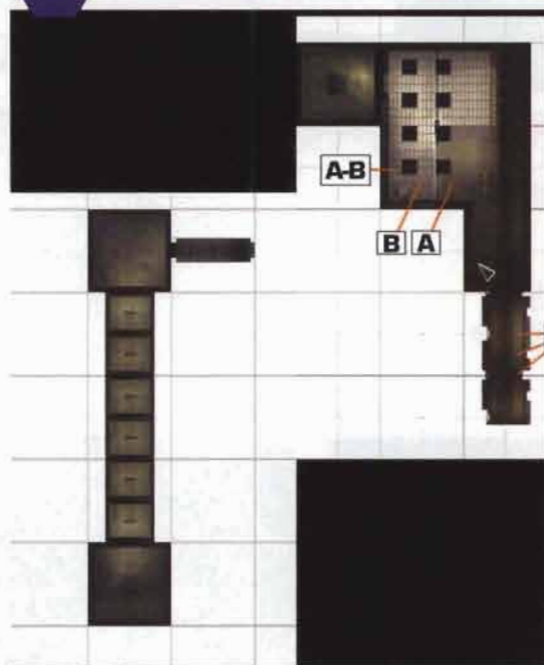
NEW SKILL: SIDE SLASH

Side Slash allows you to attack in a spread pattern, but does very little damage by itself. Its true strength lies in combination with **Vert Slash**, the 20 AP attack locked into your **Ranger Edge** sword. If you can chain from Side Slash to Vert Slash, then Vert Slash will copy the spread and hit each enemy twice. The only downside is that this will end your combo no matter how much AP you have left.

Since Vert Slash is locked onto the Circle button and you can only thread Side Slash into the Square, you can currently only do this with a **Slice - Side Slash - Vert Slash** combo. When you get a different sword, make sure to assign Side Slash and Vert Slash to the same button so you can do the combo for only 30 AP.



LIFT TO BIOCOP 3 (NORTH)



LIL LANTERN BAT

L	HP	XP
3	80	6

FIRE	ICE	ELEC
150%	100%	100%

DROP

Dynamite (1:4)

STEAL

—

LANTERN BAT

L	HP	XP
6	120	14

FIRE	ICE	ELEC
150%	100%	100%

DROP

Fire Bomb (1:4)
Bomb (1:2)

STEAL

—

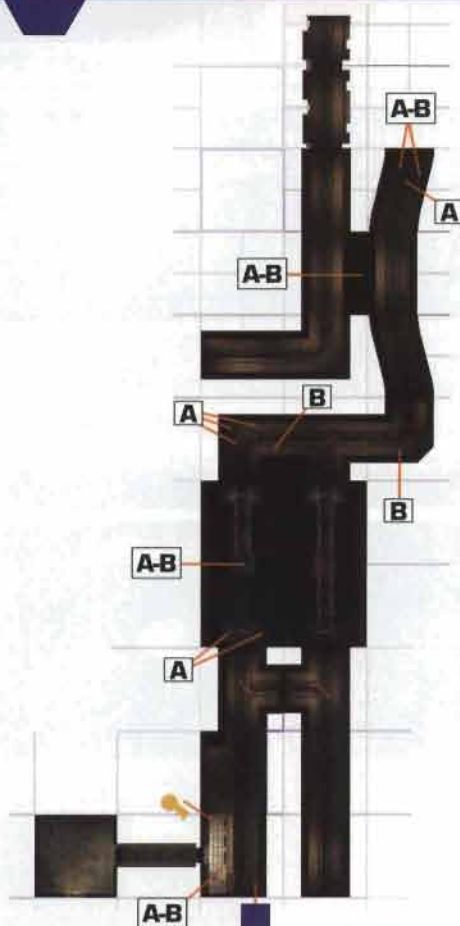
A FLOCK OF BATS

This room is full of Lantern and "Lil" Lantern Bats. A good trick is to toss some Meat and let them swarm around it, then toss a few sticks of Dynamite at them (if you've found any). After you weaken them a bit, you have the choice of attacking them as a clump by using Meat, or luring them away to kill them one by one. The more you fight at once, the bigger XP Bonus you'll get. But if you're low on healing items or playing conservatively, the other method is much safer.



If you got Side Slash from the chest in Lift to BioCorp 2, use it here (in the Slice - Side Slash - Vert Slash combo) to take out clumps of bats. Make sure you never have Ryu and Bosch stand right next to each other; otherwise you'll allow your foes to hit you both with the same Flare spell.

LIFT TO BIOCORP 3 (SOUTH)



DUKE

L	HP	XP
4	140	8
FIRE	ICE	ELEC
100%	100%	100%

DROP

10x
Suit: Bind Seal (1:16)

STEAL

Skill: Ogre Slash



DUKE HUNTER

L	HP	XP
7	165	16
FIRE	ICE	ELEC
100%	100%	100%

DROP

30x
Bomb (1:4)

STEAL

Dynamite (1:4)



NUGGET

L	HP	XP
2	90	5
FIRE	ICE	ELEC
150%	100%	HEAL

DROP

Fresh Meat (1:4)

STEAL

—



DUKE LEADER

L	HP	XP
8	200	18
FIRE	ICE	ELEC
100%	100%	100%

DROP

50x
Shield: Solid Shell (1:16)

STEAL

Skill: Wild Swing



MAMA NUGGET

L	HP	XP
18	400	75
FIRE	ICE	ELEC
150%	100%	Heal

DROP

JuJu
Suit: Plasma Seal (1:4)

STEAL

Fresh Meat



HYCHEE

L	HP	XP
11	10	3
FIRE	ICE	ELEC
100%	100%	100%

DROP

Heal Kit

STEAL

Wake Up



MAMA NUGGET AND THE HYCHEE

Some players will see a giant Nugget at the end of the hallway. That's the Mama Nugget, a level 18 enemy that's not quite as tough as the Deathcow, but is a lot more dangerous. If you choose to fight it (it's not in your way and is easily avoidable), lure it out with some Meat so you don't need to deal with its children, and take it out quickly. Heal after every turn or you risk being wiped out by its Lightning attack. It guards a Yellow Box that usually contains 400 Party EXP, and often drops a JuJu, which you should save for a future party member who actually uses Magic.



If you don't see the Mama Nugget there, you'll see it elsewhere later. In the other enemy pattern, the Yellow Box will be guarded by easy Hychee enemies. (If you did see the Mama Nugget, those Hychee will be at the entrance to the east shaft instead.) Hychee are the one enemy you always want to see. They give you **Heal Kits** when killed, and if you manage to slash or kick them before they attack you, they'll die with no combat required. Tread slowly so they won't surprise you when they drop from the ceiling.

TIP

If the Hychee do get the jump on you, they'll attempt to Confuse your party. This isn't as bad as it sounds, because someone will likely kill the offending Hychee in their confusion. After the battle, don't waste a healing item: You can "walk off" the effects in a few seconds.



Don't miss a Yellow Box at the end of the broken bridge in the next room. It contains a healing item that may come in handy when you cross the intact bridge and end up in the game's first Danger Room.

THE DANGER ROOM

The doors will lock as soon as you enter, and they won't open until all the enemies are killed. If you're low on supplies, tread

carefully, using Meat to lure away distant Dukes so you can take them one by one. If you're feeling bolder, toss the Meat into large clumps of foes and battle the Dukes en masse with skills like Fang and Side Slash.

Depending on your enemy pattern, you may be forced to fight Duke Hunters. They use crossbows to fire from a distance while the other Dukes keep you busy. Whenever possible, take the Hunters out first.



If you avoided the Mama Nugget earlier, she'll be waiting for you here. Make sure you wipe out the smaller Nuggets before you engage her in combat so you can give her your full attention. When all the enemies are defeated the **Treasure Key** will appear, and you can get a new skill for Ryu, **Kick**.



All that remains between you and your destination now is a single corridor, but the danger isn't over quite yet. An enemy or two may be lurking between the doors and, if you're running willy-nilly, you're likely to smack right into them. So contain your excitement and walk carefully through the corridor, denying your foes an easy Extra Turn.



TACTICS

NEW SKILL: KICK

Kick knocks enemies back a fair distance, which has multiple uses. If you kick them into a solid object, they'll take a bit of damage. It's also good for knocking them into some of the deadly Traps and Spells you'll get later in the game. Even if there's nothing to Kick them into, you'll force the enemy to waste some of his AP coming back to you.

Unfortunately, Kick can't be used within combos. When you want to use it you'll have to do your combo first, save 10 AP, and then do the Kick afterwards.



THE GENIC PROCESSOR

NUGGET

L	HP	XP
2	90	5

FIRE	ICE	ELEC
150%	100%	HEAL

DROP	STEAL
Fresh Meat (1:4)	—

MAMA NUGGET

L	HP	XP
18	400	75

FIRE	ICE	ELEC
150%	100%	HEAL

DROP	STEAL
JuJu Suit: Plasma Seal (1:4)	Horse Meat

HYCHEE

L	HP	XP
11	10	3

FIRE	ICE	ELEC
100%	100%	100%

DROP	STEAL
Heal Kit	Wake Up

TIP

After Ryu awakens from his dreams, you'll be able to enter the Genic Processor and see the mighty creature resting there. Ryu will have another internal sequence and, when he rouses himself, he will appear in the middle of the room. The way back is behind you, the way to the next area is to your left, however...

To the right is a set of stairs that leads down to the excavated area below. If you have previously beaten the game, there will be a blade at the other end of the open area. Though rusty with age, this weapon calls to Ryu with ancient power. You have found the **Dragon Blade**!

If you continue to beat the game, this weapon will be slightly more powerful each time you return.

THE SECRETS OF BIOCORP

After the intermissions end, continue down the hallway past the Telecorder and you'll find an unguarded Yellow Box and possibly some White Boxes as well. Then make your way into the series of central rooms that are full of caged enemies. You have nothing to worry about in the first room, but beware of Hychees in the ceiling in the second area. At least the **Heal Kits** they carry will be a welcome find.



It's in the fourth room where you may find

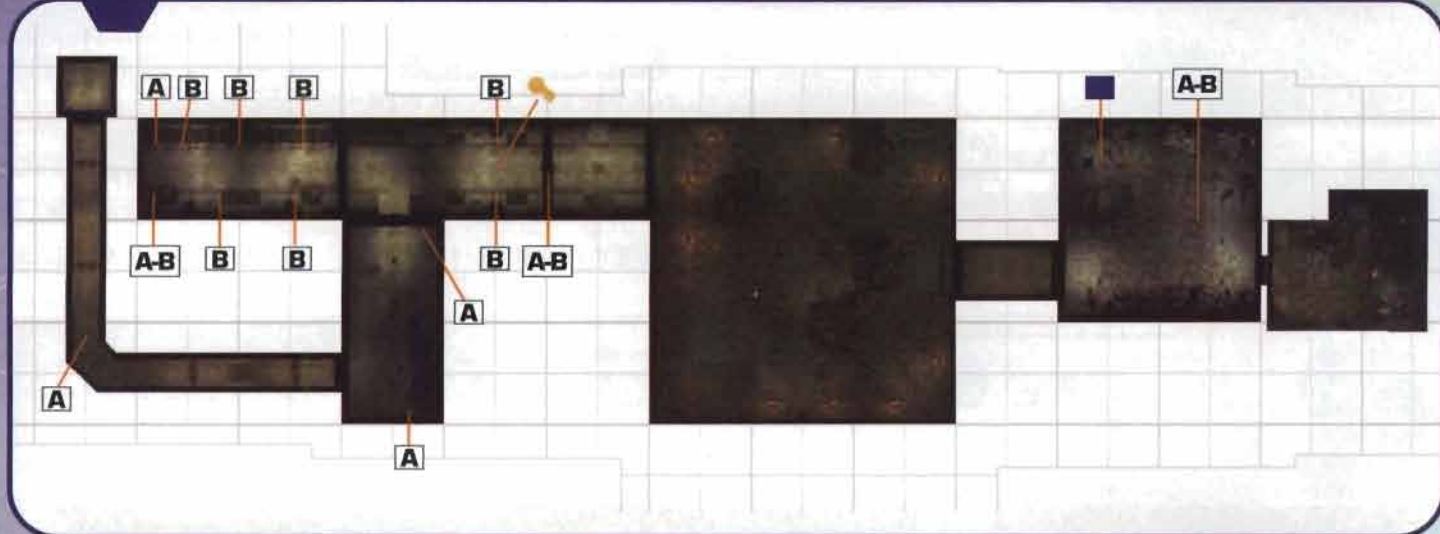
a real threat (depending on your enemy pattern): A Mama Nugget and her small brood. Getting to the Yellow Box will be difficult if you don't want to fight them, so either write it off and run to the door or heal up and prepare to do battle with mom. Wipe out the wandering kids first, and then slowly approach the Mama Nugget and start tossing Traps. Since she doesn't move around much, she can be seriously wounded with exotic explosives like the Fire Bomb, if you've come across one at this point.

If you got her Drop Item (a **Plasma Seal**), get it appraised by the appraiser who happens to be hanging around in the next hallway.



CHAPTER TWO

OLD WASTE SHAFT 1F & 2F



BIND SPIDER			
L	HP	XP	
7	210	15	
FIRE	ICE	ELEC	
150%	100%	100%	
DROP		STEAL	
Footloose (1:4)		Escape (1:4)	
Lurid Dust (1:2)			



WORKER ANT			
L	HP	XP	
8	120	17	
FIRE	ICE	ELEC	
100%	100%	100%	
DROP		STEAL	
Bomb (1:2)		Lurid Dust (1:2)	
Junk (1:2)			



RYU COMES TO

After a handful of exciting intermissions, your hero awakens lost and alone in the bottom of the Old Waste Shaft. Inexplicably, there's a Telecorder and an Item Shop nearby. Now is a good time to use a Save Token, as a boss fight is only moments away, and you'll get another Save Token on this floor.

POWERGAMING

BEATING CYCLOPS WITHOUT A SCRATCH

Cyclops is a powerful foe, but his weak Movement rate gives you an opportunity to beat him in a painfully easy way. Simply run away every turn, playing ring-around-the-rosy with the pile of debris in the center of the battlefield. Cyclops can't go as far as you, so you can save up about 20 AP each turn. When your AP bar is mostly full, run up, do a 60 AP combo, and then use the rest of your AP to run away again. He won't even touch you.



BOSS FIGHT: CYCLOPS

CYCLOPS

L	HP	XP				
17	440	70				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
70	42	28	28	30	—	
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Ogre Slash			—			



If you want to beat Cyclops with some semblance of valor, you can just hold your ground on Round 1, build up your AP, and wait for him to come to you. When he gets there, unload on him with a 10AP-20AP-30AP-30AP-30AP combo. Then stand there and trade blows for a few turns until he has the grace to die. To be safe, heal after every one of his attacks, because he starts doing more damage when his HP gets low.



THE TUNNEL AND THE TREASURE KEY

After the Cyclops, you'll have to fight your way through a tunnel full of ceiling-crawling Bind Spiders and Worker Ants. The Bind Spiders can be quite annoying, so you'll need to exploit their elemental weakness to Fire with some of Nina's magic tricks (see the Tactics section below). You'll find lots of **Footloose** items in this dungeon, which cure the Bind condition they like to inflict. Save them if you can; Bind goes away at the end of the turn and it's not much of a hindrance if they stay in your characters' attack ranges anyway.



Worker Ants are more cowardly, and will try to run for the door. Block their path with fire circles and go after them... I know they look cute (and you'll feel guilty when you hire their brothers and sisters for The Colony mini-game), but you won't get the **Treasure Key** unless you kill them all. Head back to the first room of this floor to find the chest, which contains a **Solid Shell +1** Shield for your main character.



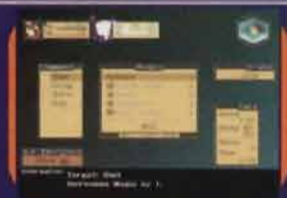
TIP

Throughout your travels in this dungeon, keep an eye on the ceiling, where Bind Spiders often lie in ambush.



TIP

If you have any Jujus in your inventory, use them on Nina, as her skills are all based on Magic. She joins at level 1, so you may want to level her up a bit with some of your Party EXP. Unlike Bosch, she won't be going anywhere, so it's EXP well spent.



TACTICS

FUN WITH G-FLARE

Nina's only starting skill is G-Flare, which sets up a wheel of fire in the battlefield. You can only do this in areas with no enemies or allies, so there is no way to use this skill to harm enemies directly. To damage foes, you'll either have to:

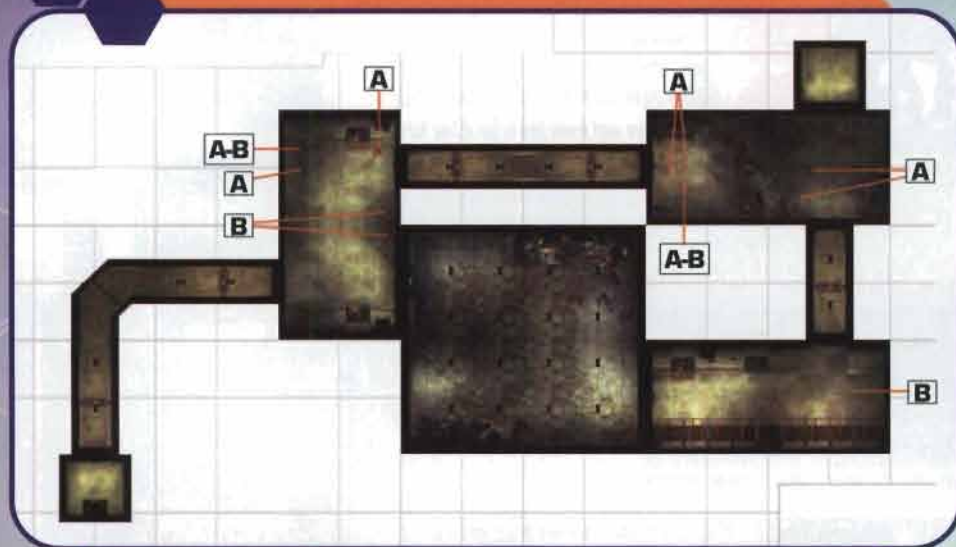


- Set it between a distant foe and your party. Most low-level enemies can't see the fire rings, and will walk right into them. Or set it behind a cowardly enemy (like the Walker Ant) and wait for them to flee right into it.
- Set it behind an enemy and have your main character knock the foe into it with his Kick skill, or any other skill that knocks an enemy back.
- Have your hero save 10 AP and use it to back up after his combo. Nina usually goes immediately after the hero's turn, so she can set up fire circles in the interim distance, which the enemy will foolishly stumble right into.

You can have up to three magic circles on the screen at once. If you want to add another, you'll have to use Nina's R2 ability, Erase Magic, to get rid of an older one. The game allows you to overlap them, so it's easy to set up three in the same spot and then Kick a foe into them for several hundred points of damage!



OLD WASTE SHAFT 3F



GOO ELEMENT

L	HP	XP
10	150	50
FIRE	ICE	ELEC
100%	100%	100%
DROP		
[weapon of type it is killed by]		



STEAL

—

HERMIT

L	HP	XP
9	110	20
FIRE	ICE	ELEC
100%	100%	25%
DROP		
Skill: Jolt (1:2) Lurid Dust		



STEAL

Junk (1:2)

LIN JOINS THE CAUSE

At the first fork, take the passage on the left to get to an unguarded Yellow Box (well, they're Orange in this area, but you know what I mean). When you return and take the right passage, you'll witness a pair of events during which Lin joins your party.



Switch her to party leader, and you'll get an opportunity to use her greatest asset in the very next room. Somewhere, a well-hidden Goo Element lurks. When you see it pop up, have her shoot it with the X Button, initiating combat. Use her Extra Turn to get familiar with her attacks; especially Outta My Way, which can knock foes back into Nina's G-Flares (or anything else). Spread out a bit so you'll be safe from the Goo's group attacks, and take it out as quickly as possible.



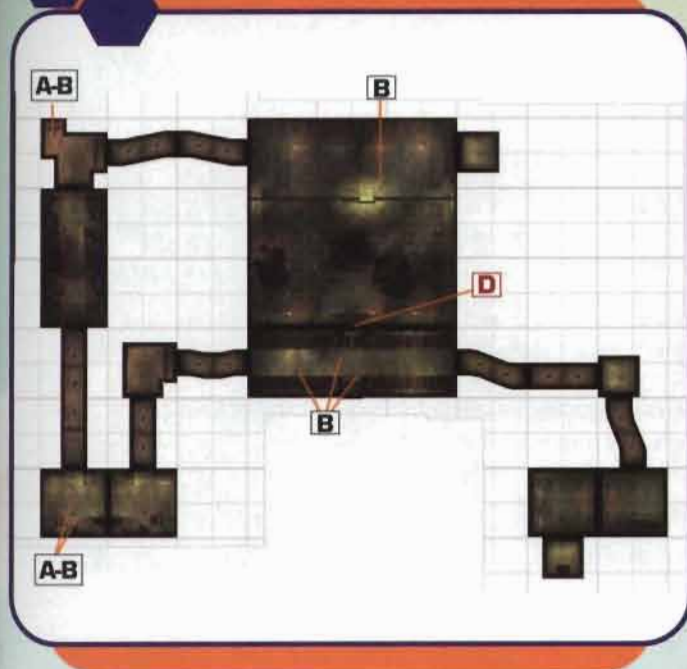
SEEK OUT THE HERMITS

The gold chests in the next room should arouse your suspicions—they certainly don't look like any chest you've seen so far. Avoiding a confrontation with these sedentary chest-mimicking Hermit enemies is a piece of cake, but you'll want to pick a fight. Have Nina get the Extra Turn (they'll come alive when you approach, so act fast) and set up G-Flares behind them. They're immune to regular damage, but should die instantly when knocked into the flames by Ryu's Kick or Lin's Outta My Way skill.



If you got lucky, they'll drop the **Jolt** skill, and you'll understand why we couldn't afford to leave them alone. This simple lightning spell is Nina's first direct attack. It can even hit a small group of enemies if they're standing in a clump.

OLD WASTE SHAFT 4F



BIND SPIDER

L	HP	XP
7	210	15
FIRE	ICE	ELEC
150%	100%	100%
DROP		
Footloose (1:4) Lurid Dust (1:2)		

STEAL

Escape (1:4)

WORKER ANT

L	HP	XP
8	120	17
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Bomb (1:2) Junk (1:2)		

STEAL

Lurid Dust (1:2)

BABY RUSTPHAGE

L	HP	XP
6	100	12
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Louse (1:8) Dynamite (1:4)		

STEAL

Lurid Dust (1:2)

DANGER ROOM

This floor's first room is a Danger Room full of Bind Spiders, but Lin's long range gives you a fairly easy strategy for victory. Toss some Meat to get them clumped up and follow it up with a bullet. Have Lin use Outta My Way to knock the spiders back, while Nina fill the space between with G-Flares. Lin should stick with Outta My Way to push them back again, while Ryu takes out any spider that managed to get close enough to attack.

More spiders will drop from the ceiling when you go through the door, so proceed carefully.



ROACHES IN THE HALLS

Rustphages are pretty easy to beat if you spot them from far away and have Lin shoot them. Nina can lay down G-Flares while she shoots them from afar, ensuring they never get anywhere near you. Bolder players may want to gather them up (with meat or such) and have Ryu start the combat, slaughtering them en masse with Side Slash combos for big EXP bonuses.

Outside of some scattered Bind Spiders and Rustphages in the hallways past here, you don't have too much to worry about on your way out. Just keep your eyes peeled, because both enemies are fond of jumping from ceilings or dark corners. Towards the end you'll find a pair of Walker Ants guarding a Yellow Box, and it's a free ride from there to the ladder.



D-RATIO CHECK: 1/4096

SKULLDIGGER

L	HP	XP
13	450	3

FIRE	ICE	ELEC
150%	100%	50%

DROP
—



STEAL

Amulet +3 (1:32)

LESSER KARON

L	HP	XP
13	300	300

FIRE	ICE	ELEC
150%	50%	50%

DROP
Shield: Astra Breath (1:8) Ghost Stone



STEAL

Rotten Meat (1:4)



If this is your first time through, abandon any hope of getting through the door to the north in the Rustphage hallway. But if you've beaten the game once, your D-Ratio will almost certainly be high enough to make it inside.

This room is full of quick and deadly Skulldigger enemies. These guys are fairly weak to physical attacks, so even Lin can do serious damage here. Unfortunately, it's all for naught; the Skulldiggers will keep coming back until you find the Lesser Karon hiding in the room and take him out.



Kill the Karon quickly, before he can do his Pre-Primus attack that seriously damages the whole party. When he dies, the Skulldiggers will disappear and the Treasure Key will appear. Open the chest to find Nina's **Weaken** skill, which is quite useful against powerful enemies.



OLD WASTE SHAFT 5F

HYCHEE

L	HP	XP
11	10	3

FIRE	ICE	ELEC
100%	100%	100%

DROP
Heal Kit



STEAL

Wake Up

ODD HYCHEE

L	HP	XP
13	300	30

FIRE	ICE	ELEC
100%	100%	100%

DROP
Mega Heal Set



STEAL

—

DEVOLVE

L	HP	XP
26	600	145

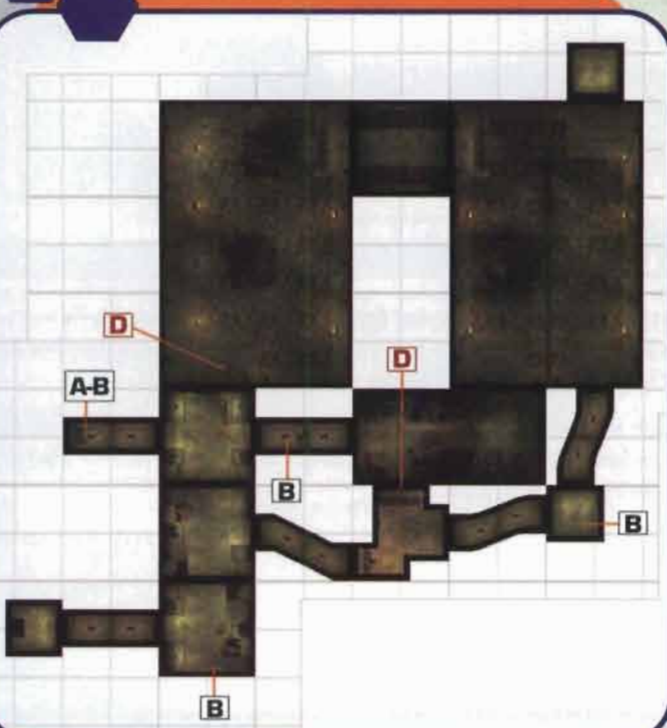
FIRE	ICE	ELEC
100%	100%	100%

DROP
Suit: Slave Clothes +1 (1:2) Suit: Solid Ring +1 (1:2)



STEAL

Stuffed Animal (1:2)



SHOWDOWN WITH DEVOLVE

The first room contains a few of our favorite enemies, Hychees (now sinfully easy to pick off with Lin's gun), and there will probably be an Odd Hychee lurking nearby too. The piles of healing items that the Hychees provide usually portend a major threat, and the DeVolve in this room is certainly no exception. You can skip this guy, as all he's guarding is a Yellow Box and a D-Ratio door, but why skip a fight you can win?



The usual shenanigans work well against DeVolve: Lin knocks him back, Nina uses G-Flares to fill the space, while Ryu waits in front, filling up his AP bar, waiting for the DeVolve to get through. Make sure Ryu is blocking the doorway so the DeVolve can't get in and start smashing the entire party with his spread attacks.

You might want to de-equip your Steal-threaded shield for this fight. If you steal the DeVolve's **Stuffed Animal**, he'll become enraged, gain a bunch of AP, and probably beat you silly. Believe it or not, this is true. [If you do steal it, the Stuffed Animal can be sold for 250z]

Two D-Ratio doors block off most of this floor, so if this is your first time through, there's nothing left to see.

D-RATIO CHECK: 1/2048

GUARDIAN ANT

L HP XP

11 175 34

FIRE ICE ELEC

100% 100% 100%

DROP

Protein (1:4)

Lurid Stone (1:4)

STEAL

Lurid Dust (1:2)

The door the DeVolve guards leads to a treasure room where you'll have to do battle with a Boss Ant and his pack of Guardian Ants. Start the fight from the safety of the ledge, where you can kill the Guardian Ants with magic (you can barely scratch them with physical attacks). When the Boss Ant dies, the **Treasure Key** will appear. Open the chest to get Nina's 20 AP **G-Iceblast** skill, a G-series skill that can freeze enemies who wander into the ring.



BOSS ANT

L	HP	XP
24	520	132
FIRE	ICE	ELEC
75%	100%	100%



DROP

Suit: Fire Check +1 (1:2)
Lurid Stone

STEAL

Fire Bomb (1:4)

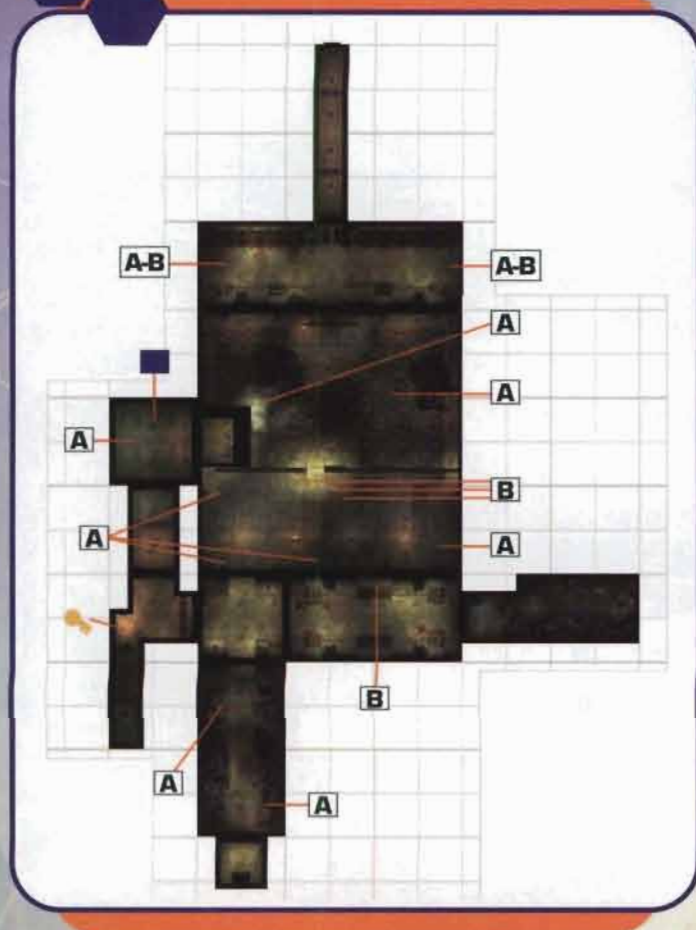


D-RATIO CHECK: 1/2048

There's another D-Ratio door in the hallway east of the DeVolve, although it ultimately leads to the same room as the other. If you can dispose of the handful of Worker Ants and Guardian Ants, you can collect another pair of Yellow Boxes.



OLD WASTE SHAFT 6F



THE DANGER ROOM TREASURE

Disappointed that no one falls for their little Look-I'm-a-Chest ruse anymore, Hermits have taken to the ceiling. You can't always see them coming, so tread slowly and prepare to strike as soon as one drops. As before, G-Flare combined with a hit-back attack is your only chance of victory.

From the central hallway where the Hermits lurk, you can go east to a hallway where a DeVolve guards a Yellow Box, west to the Danger Room, or north to the exit. Fortunately, the only "Danger" in the west Danger Room is a large group of Rustphages, which appear when you search the corpse of the dead DeVolve. The Treasure Chest contains a crucial Lin skill, **There!**.



HERMIT

L	HP	XP
9	110	20
FIRE	ICE	ELEC
100%	100%	25%
DROP		
Skill: Jolt (1:2) Lurid Dust		



STEAL

Junk (1:2)

DEVOLVE

L	HP	XP
26	600	145
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Suit: Slave Clothes +1 (1:2) Suit: Solid Ring +1 (1:2)		



STEAL

Stuffed Animal (1:2)

BABY RUSTPHAGE

L	HP	XP
6	100	12
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Louse (1:8) Dynamite (1:4)		



STEAL

Lurid Dust (1:2)

WORKER ANT

L	HP	XP
8	120	17
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Bomb (1:2) Junk (1:2)		



STEAL

Lurid Dust (1:2)

BOSS ANT

L	HP	XP
24	520	132
FIRE	ICE	ELEC
75%	100%	100%
DROP		
Suit: Fire Check +1 (1:2) Lurid Stone		



STEAL

Fire Bomb (1:4)

NEW SKILL: THERE!



There! does very little by itself, but when used in a combo, it enhances the attack that follows it. For example, the added effect of Lin's 20 AP Stay Here! Skill usually lowers an opponent's movement rate. But if you do a There! – Stay Here! combo, the added effect will be to inflict the Bind condition instead. There! combos with nearly all of Lin's 20 AP Skills in this matter (the only effect with Outta My Way is a slight damage boost).

BOSS ANT'S FIERY VENGEANCE

The room to the north is full of Worker Ants, which can be easily avoided. If you decide to go out of your way to eradicate these harmless, peaceful creatures anyway, prepare for a bit of karmic retribution: The doors will seal, the Danger Room music will play, and a Boss Ant will appear back at the entrance of the room.



Boss Ant is packing the Fireblast spell, which will do serious damage to a wide spread of your characters. Even if you can keep your characters far apart, this powerful attack will wear your party down. The only solution is to fight with abandon, since he isn't any more dangerous up close. Have Ryu and Lin attack with their best combos while Nina casts Jolt after Jolt. Victory will earn you either a **Fire Check +1** suit of armor, or a **Lurid Stone** that can be sold for 1,000z.



ENDSECTOR BOROUGH

Take a few moments to clear out your inventory, buy supplies, and drop a Save Token in the small outpost before the Liftport. The boss fight that awaits as soon as you pass through the west door won't be difficult, but you'll need to be at full health to survive their initial attacks.



BOSS FIGHT: RYU'S AWAKENING

BOSCH

L	HP	XP				
18	360	300				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
100	45	20	32	50	—	—
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
6,000z (1:2)			Skill: Fang			



GUNNER SGT.

L	HP	XP				
13	160	150				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
75	40	20	20	35	—	—
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Weapon: Pistol +1 (1:2)			300z			



▶ **BATTLER SGT**

L	HP	XP			
12	160	150			
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DE
84	42	20	35	30	—
FIRE	ICE	ELEC	DROP		
100%	100%	100%	—		
STEAL			STEAL		
Shield: Ranger Shell +1 (1:2)			300z		



After a disturbing event scene, you'll find yourself facing Bosch and two other Rangers, with Ryu locked in his dragon form. Thanks to his dragon powers, Ryu is completely invincible and can shred Bosch's crew like origami swans in a garbage disposal. But the timer has started ticking on your D-Counter, and every attack you make will bring you closer to a D-Counter death.



Since each turn costs Ryu 2% of his D-Counter, it ultimately uses less of the D-Counter to have Ryu go nuts and start dishing out Twister attacks left and right (when he's in Dragon Form, Ryu can move for free). Make sure Ryu is behind Bosch when he strikes, so he'll knock him towards your other characters. If Nina and Lin can finish off Bosch and pull off some G-Flare/knock-back tactics to kill the third guy, you can finish this fight in a single round.

POWER GAMING

POWER GAMING – STEALING FROM BOSCH

Bosch is holding his trademark **Fang** skill (which is unavailable anywhere else) and **6,000z**, making this one of the most lucrative Steal opportunities in the game. The problem is, Ryu doesn't use his Shield while in dragon form, and Bosch will avoid attacking other characters in his single-minded pursuit of Ryu.

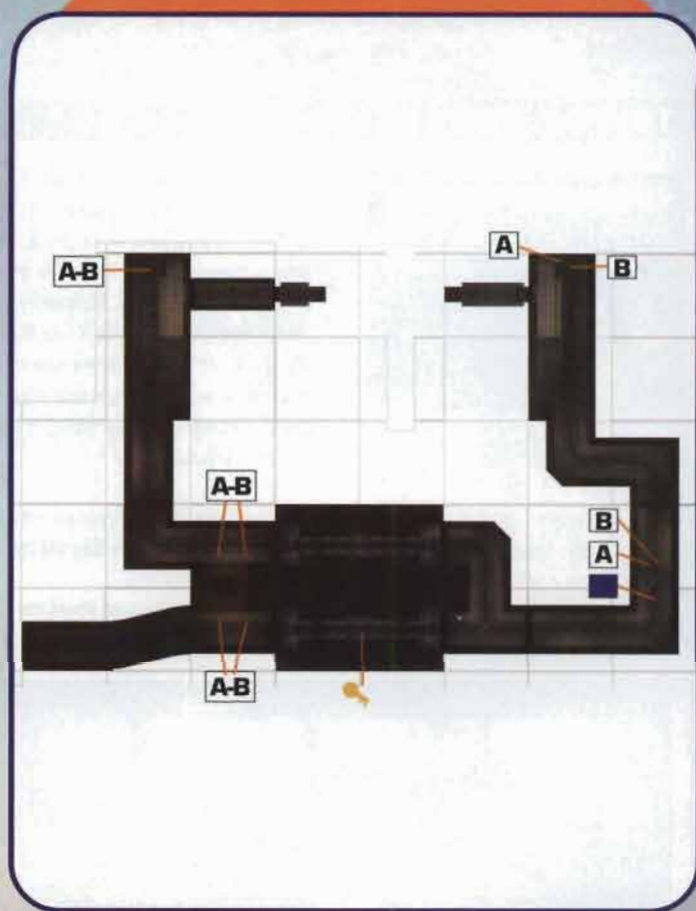
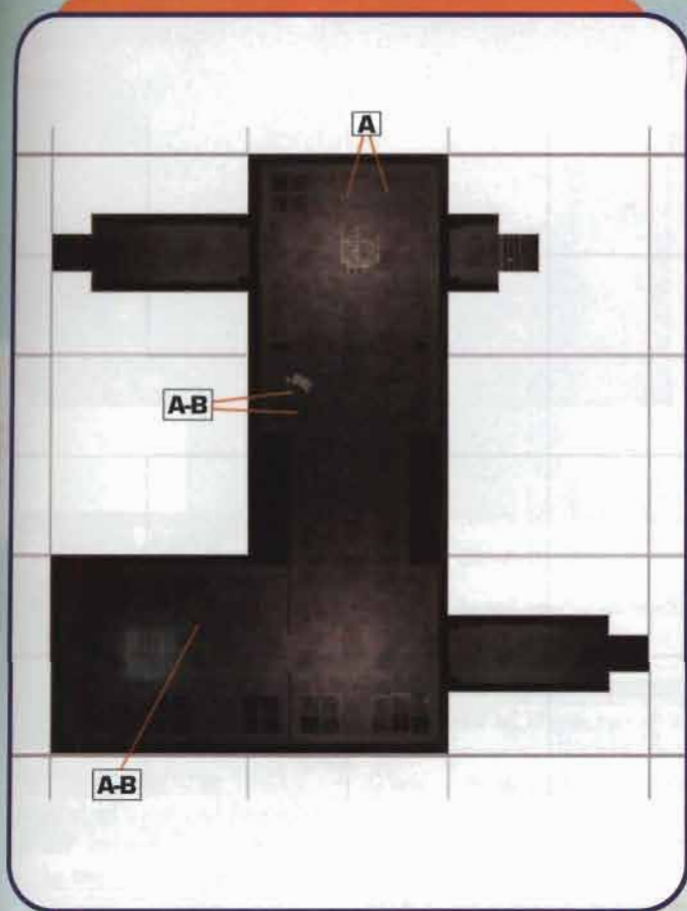
Lin is your only hope, since Nina probably won't have found a shield with an empty slot at this point. Thread Steal into Lin's shield before the battle begins, and then do the following:

- Have Ryu kill the other rangers on turn 1, and then fly to the far end of the battlefield, so Lin is between him and Bosch.
- Position Lin at the far edge of Bosch's movement range (it's roughly the same as your characters' average range).



Bosch will move directly towards Ryu, and will only attack Lin if she happens to be in sword range where he stops. If you get lucky and steal both items from Bosch's two attacks, you can end the fight on the next turn having used only 6% of Ryu's D-Counter.

CHAPTER THREE

LIFT: LOWSECTOR 1
LIFT: ENDSECTOR 1

RUSTPHAGE

L	HP	XP
12	190	30
FIRE	ICE	ELEC
100%	100%	100%

DROP
Louse (1:4) Shield: Solid Ring +1 (1:4)



STEAL

Bomb (1:2)
Lurid Stone (1:2)

LIL LANTERN BAT

L	HP	XP
3	80	6
FIRE	ICE	ELEC
150%	100%	100%

DROP
Dynamite (1:4)



STEAL

—

LANTERN BAT

L	HP	XP
6	120	14
FIRE	ICE	ELEC
150%	100%	100%

DROP
Fire Bomb (1:4) Bomb (1:2)



STEAL

—

DEATHCOW

L	HP	XP
22	530	88
FIRE	ICE	ELEC
100%	50%	100%

DROP
HP Up Suit: Impact Seal +1 (1:2)



STEAL

Skill: Wild Swing (1:4)
Meat

BEAK

L	HP	XP
30	580	120
FIRE	ICE	ELEC
100%	50%	100%

DROP
Suit: Bindproof +2 (1:2) Suit: Stunproof +1 (1:2)



STEAL

Skill: Wild Swing (1:2)
Fresh Meat



BACK TO THE BIOLAB

After the boss fight, your party regroups in the small Lift: LowSector 1 area. There's a Telecorder and an Item Shop here, and lots of White and Yellow Boxes full of tasty items like **AP Ups** and **Save Tokens**.

You have three paths to choose from. The southeast path leads to Lift LowSector 2, the first of three floors on the way to the Biolab. The northwest and northeast paths both lead back to the Lift EndSector floor, which you aren't required to visit. But you might as well do 'em anyway: The northeast path leads to an easy Yellow Box (guarded only by a single Baby Rustphage), and the northwest path leads to a Treasure Chest with a new Skill for Nina.

TO THE DANGER ROOM



From the Lift LowSector 1 area, take the passage in the northwest down to Lift EndSector. A small army of Rustphage are lurking around the train, so take the initiative and kill them quickly. These pesky roaches are a bit tougher than their Baby Rustphage brothers, but they're easy to beat if you use the terrain to your advantage (attacking from above while you block the ramp with G-Flores).



There are an obscene number of bats on the pair of bridges to the southeast. If you can get a large group of them in combat at once, it's possible rock up some truly obscene EXP bonuses. When you kill them all, the **Treasure Key** will appear.

If you turn around and take the south bridge to the west, return to the terminal where you fought Bosch and the EndSector Borough just beyond that. If you continue to the east you'll find the Treasure Chest, guarded by a Deathcow and a Beak.



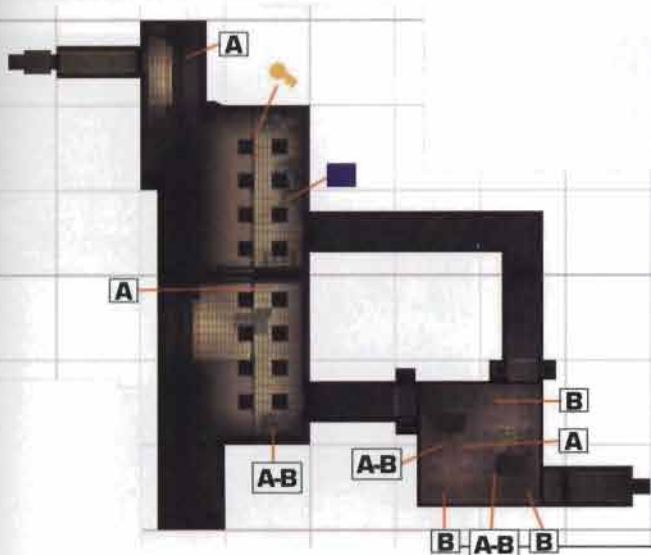
The Deathcow may be bigger, but the Beak is by far the more powerful foe. Unfortunately for them, power doesn't matter much when you can't even reach your opponents. Since both enemies have such limited movement ranges, you can easily keep them at bay by holding your ground and using Lin's Outta My Way Skill repeatedly. So Lin knocks them back, Nina fills the void with G-Flores, and Ryu stores up AP so he can move in, strike, and move back out every other turn. They'll never even touch you.

TACTICS

NEW SKILL: JOLTBALL

The Treasure Chest contains **Joltball**, a Lightning-type magic circle similar to G-Flare. When enemies hit it, they'll take some Lightning-type damage and have a good chance of being Shocked. When an enemy gets shocked, he loses the rest of his AP for that turn. This added effect makes Joltball a better Skill than G-Flare, but if you're still using Nina's Pyromania weapon, you won't have an extra 10AP slot for it yet.

LIFT LOWSECTOR 2



DUKE HUNTER

L	HP	XP
7	165	16

FIRE	ICE	ELEC
100%	100%	100%

DROP
30x Bomb (1:4)

STEAL

Dynamite (1:4)

DUKE LANCER

L	HP	XP
14	220	45

FIRE	ICE	ELEC
100%	100%	100%

DROP
HP Up (1:2) 80z

STEAL

Fresh Meat

DUKE MAGI

L	HP	XP
12	200	38

FIRE	ICE	ELEC
100%	100%	100%

DROP
Bomb (1:4) 70z

STEAL

Skill: Flame (1:2)

DUKE BATTLER

L	HP	XP
30	380	220

FIRE	ICE	ELEC
100%	100%	100%

DROP
Suit: Heavy Suits +2

STEAL

Skill: Counter (1:4)

TRICKSTER

L	HP	XP
16	200	70

FIRE	ICE	ELEC
100%	100%	100%

DROP
Zennypurse

STEAL

Skill: Side Swing

RETURN OF THE DUKES

The first room of this floor presents a lovely opportunity to get sweet, sweet revenge for every time a Duke knocked you out in the Lift to BioCorp area. A bunch of Dukes are stuck up on the ledge with the Treasure Chest, and there's nothing they can do while you hurl explosives at them and steal an easy Extra Turn with Lin's gun. The four Dukes in the next room are actually capable of fighting back, but they shouldn't give you too much trouble.



TIP

If you want an early shot at Nina's **Flare Skill** (a 10 AP fire spell), spare the Mage until you can steal it.



The next room contains a pair of new foes called **Tricksters**. These annoying creeps like to steal an item at random from their target and then attempt to flee. They're easy to kill one-on-one, but can be a serious pain in larger battles. Make sure both are dead before you challenge the Duke Battler.



THE DUKE BATTLER

This armored super-Duke is your only shot at getting the **Shield Counter Skill**, so make sure you equip the **Steal Skill** before the battle begins. The Duke Battler is almost completely immune to hit-backs, so Outta My Way tricks won't help. But he is very slow, so if you're determined not to give him a fair fight, you can pull the same run-and-save-AP trick you used against the Cyclops.

TIP

The Duke Battler always has **Counter** equipped itself, so make sure Nina and Lin stand out of ax range when they attack. You may also want to have Ryu save up his AP and attack every other turn to minimize the damage he'll take.



The hallway he guards leads to the Treasure Chest ledge from the first room. The **Treasure Key** should be there if you killed all the Dukes, so open the chest and grab **Blow Up!**, Lin's first 30 AP Skill. This powerful spread attack is the worst nightmare of bat and roach enemies.



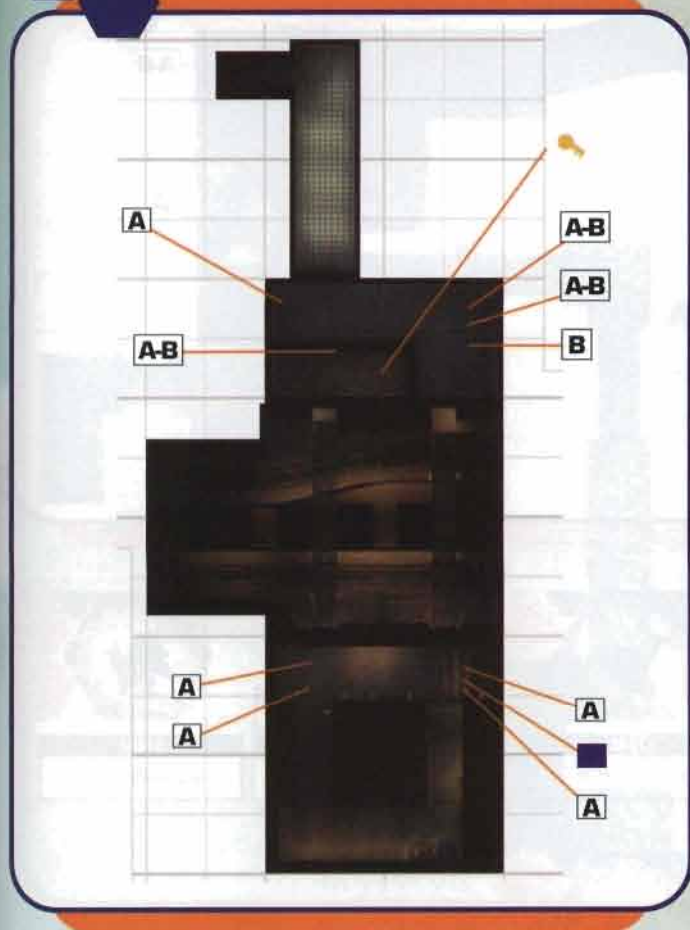
TACTICS

NEW SKILL: COUNTER

You'd really think this Skill would be good, but you'd be wrong. When you're hit, your character strikes back with whatever 10 AP Skill is set on your Circle button. 10 AP Skills never do much damage outside of combos, and the 10 AP the Counter uses could be put to much better use during your own turn.



LIFT LOWSECTOR 3



BIND SPIDER

L	HP	XP
7	210	15
FIRE	ICE	ELEC
150%	100%	100%

DROP
Footloose (1:4) Lurid Dust (1:2)

STEAL

Escape (1:4)



BLACK WIDOW

L	HP	XP
13	280	44
FIRE	ICE	ELEC
100%	100%	100%

DROP
HP Up (1:2) Antidote

STEAL

Antidote (1:2)
Poisonshroom (1:2)

GOO ELEMENT

L	HP	XP
10	150	50
FIRE	ICE	ELEC
100%	100%	100%

DROP
[weapon of type it is killed by]

STEAL

—



DEADLY AMBUSHES IN LIFT3

All the enemies in this floor are packed into the north room and the two connected bridges. There could be up to six spiders here, usually hiding on the ceiling, and one well-hidden Goo Element. Switch to Ryu here, since his sword arm can react to surprises (like falling spiders) faster than Lin's gun.

TIP

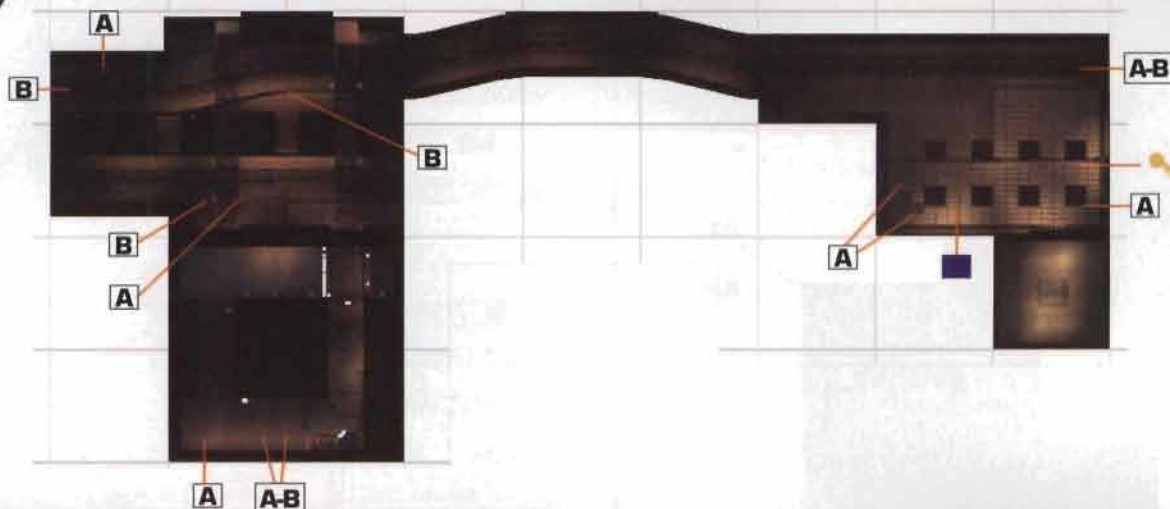
Goo Elements always drop a weapon of the type that is used by the character who killed it, so plan accordingly. Have Nina kill them whenever possible, since she gets the most benefit from having a variety of swappable weapons.



Killing the Goo Element will make the Treasure Key appear in the spider-packed alcove south of the entrance. Retrieve it carefully, then make your way slowly down the spider-infested bridges to the room with the Treasure Chest. It contains Ryu's 10 AP Skill, **Rust Armor**.



LIFT LOWSECTOR 4



DUKE LANCER

L	HP	XP
14	220	45
FIRE	ICE	ELEC
100%	100%	100%
DROP		
HP Up (1:2) 80z		



STEAL

Fresh Meat

DUKE MAGI

L	HP	XP
12	200	38
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Bomb (1:4) 70z		



STEAL

Skill: Flare (1:2)

DUKE BATTLER

L	HP	XP
30	380	220
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Suit: Heavy Suits +2		



STEAL

Skill: Counter (1:4)

HYCHEE

L	HP	XP
11	10	3
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Heal Kit		



STEAL

Wake Up

ODD HYCHEE

L	HP	XP
13	300	30
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Mega Aid Kit		



STEAL

RETURN OF THE DUKES II

The first Duke you'll encounter on this floor is sleeping peacefully, and it would be a shame to wake him. Slip by, scooping up **Heal Kits** from the Hychees, and save your strength for the next room.

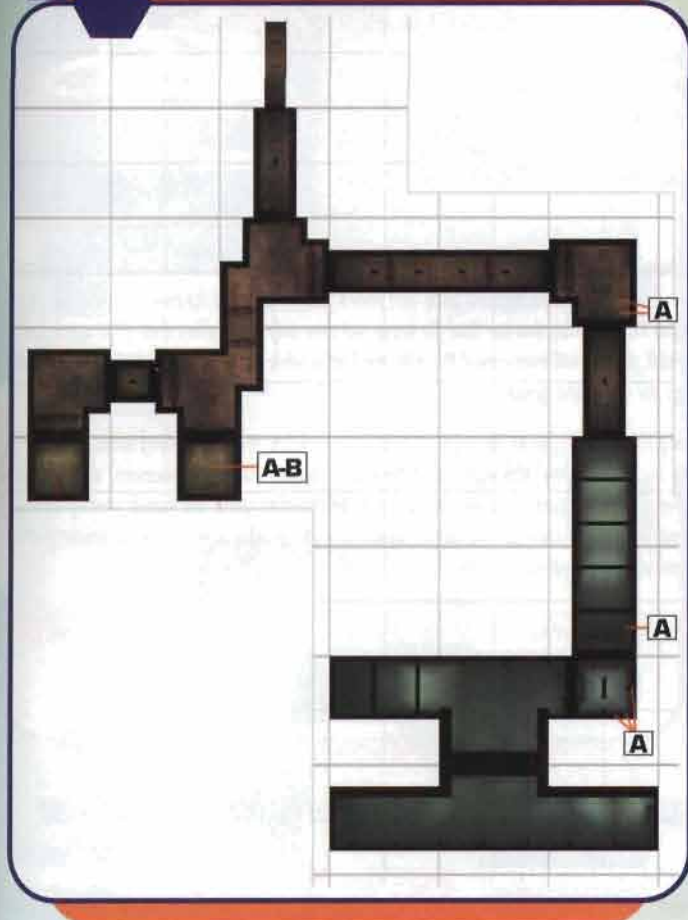
Once again, use the terrain to your advantage by getting the huge pack of Dukes to line up against the ledge of their platform. Toss all the explosives you have, then have Nina or Lin start the combat. Use Lin's Blow Up! and Nina's Jolt to hit as many foes as possible, but make sure they're standing against the back wall when they do. Otherwise, they'll be vulnerable to the Duke's brutal counter attacks.

The **Treasure Key** will appear when the last Duke dies, and the chest contains a **Backpack** that adds a page to your inventory. When you're done dancing, singing, and weeping tears of joy, step through the door and take the Lift up to LowSector Borough.



CHAPTER FOUR

CORPLAB ENTRANCE



RETURN TO LOWSECTOR BOROUGH

You emerge from the lift to find LowSector Borough much the way you left it. The paths to Ranger HQ and the Lift are blocked, but the door to the Corplab has finally opened. Heal up (pick up several Antidotes), gear up, and head inside.

THE CAPTURED FAIRY

The door to the Corplab (in the east) is locked with a key card you don't have. Try it anyway, because the event in which you find the card doesn't happen until you do so.



While you're down there, visit the two small rooms in the southwest. One contains a few chests, while the other contains a captured fairy. As a reward for saving her, she transports the party to The Colony and hands over a **Fairy Drop** if you don't already have one. The Colony is a strange mini-game that will ultimately lead to many new items and skills, as well as an optional 50-story dungeon. This is covered in the Kokon Horay section.

For now, hire the three Worker Ants waiting by the sign and assign them to a digging team. Check back often (after every 20 battles or so) to hire additional Worker Ants as they become available. No digging will begin until the next time you visit, so ask the Fairy to send you home and head back to Low Sector Borough.

BOSS: LOWSECTOR BOROUGH AMBUSH

GUNNER LIEUT.

L	HP	XP	ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
22	500	370	86	46	50	34	25	—	—
FIRE	ICE	ELEC	DROP						
100%	100%	100%	—						
STEAL					STEAL				
Weapon: Handgun +1 (1:2)					800z				



BATTLER LIEUT.

L	HP	XP	ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
19	600	330	82	50	40	36	45	—	—
FIRE	ICE	ELEC	DROP						
100%	100%	100%	—						
STEAL					STEAL				
Weapon: Ranger Edge +2 (1:2)					500z				



MAGE LIEUT.

L	HP	XP				
18	520	350				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
55	43	60	46	30	—	—
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Weapon: Ranger Shell +3 (1:2)			500z			



Three of Bosch's cronies are waiting when you climb up the steps from the CorLab, sitting on a canister of Poison Gas. The Poison condition gets applied to you on each turn, so there's no point in dealing with it. Instead, focus on quickly killing the rangers.

The Mage is easily the most dangerous foe, because he can cast Iceblast (which hits multiple characters) and a nasty spell called Hundredgears (which depletes 100 HP from its intended target). For this reason, make sure no one's HP drops below 101; if it does, they'll be in one-hit kill range.



The Battler charges to attack, but the other two hang back and use ranged attacks. Set up some magic traps in the Battler's path, and save Ryu's AP and wait for him. The other two rangers have Aid Kits that can heal the party, but they only use it when their HP drops below one-half. No one will intervene if Ryu kills the Battler while Lin (using Blow Up) and Nina soften up the rest of the group.

During the initial stages of the battle, it helps to consolidate the approaching enemies if your party backs up slightly. Although two of the enemy rangers use ranged weapons, the weapons' limited range isn't quite up to par. Instead, they will need to spend two rounds moving forward as your party's APs max out. The Battler should quickly crumble under these conditions, and the other rangers will have nothing to show for it.



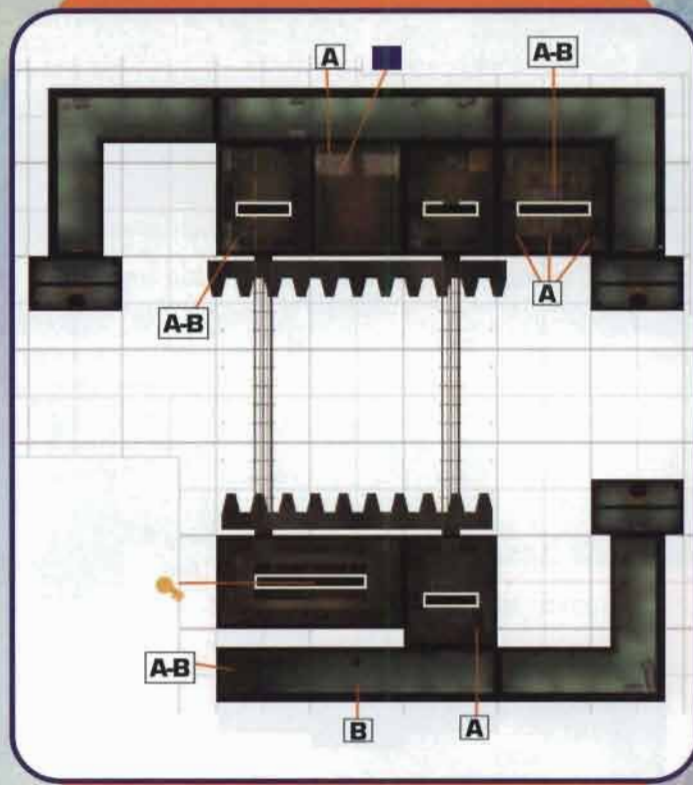
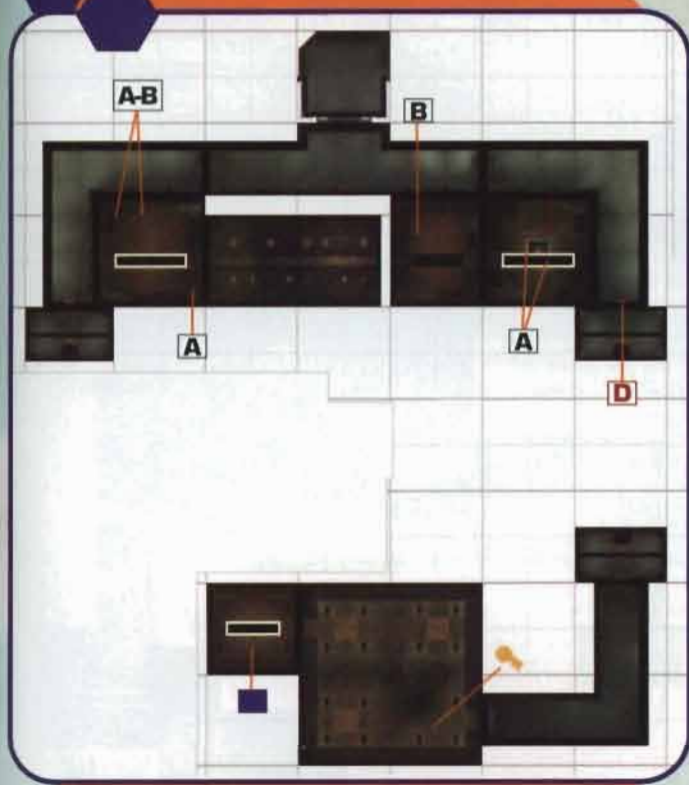
INTO THE CORPLAB

After the post-battle intermission, one ranger drops his BioCorp ID. Use it on the card reader to get past the locked door. There are no enemies on this floor, but there is a Telecorder and the three shop girls. Buy some Antidotes to clear up any lingering Poison effects, and take the southwest door to CorLab 1F.

This next area has a number of humans and goo monsters, so no single Trap works well. Take some meat for manipulating the Goo, but make sure you have some type of Bombs for dealing with humans (who don't snack until after they wipe the floor with you).



CORPLAB 1F + 2F



HYCHEE

L	HP	XP
11	10	3

FIRE	ICE	ELEC
100%	100%	100%

DROP
Heal Kit

STEAL
Wake Up

ODD HYCHEE

L	HP	XP
13	300	30

FIRE	ICE	ELEC
100%	100%	100%

DROP
Mega Aid Kit

STEAL
—

BUZZ

L	HP	XP
14	240	42

FIRE	ICE	ELEC
200%	100%	100%

DROP
Longfoot (1:4)
Poisonshroom (1:2)

STEAL
Antidote (1:2)

RAFFLESSIA

L	HP	XP
32	400	???

FIRE	ICE	ELEC
150%	75%	100%

DROP
Sleep Check +2 (1:2)
HP Up

STEAL
Multimed (1:4)

PATROLLER

L	HP	XP
9	120	35

FIRE	ICE	ELEC
100%	100%	100%

DROP
Zennypurse

STEAL
Escape (1:4)

BOUNCER

L	HP	XP
18	280	90

FIRE	ICE	ELEC
100%	100%	100%

DROP
Lightning (1:2)

STEAL
Zennypurse (1:4)

GOO PLASMA

L	HP	XP
17	280	80

FIRE	ICE	ELEC
200%	100%	Heal

DROP
Weapon: Plasma Maser (1:4)
Skill: Jolt

STEAL
Boost Magic (1:4)

GOO RUBY

L	HP	XP
17	280	80

FIRE	ICE	ELEC
Heal	200%	100%

DROP
Weapon: Ruby Maser (1:4)
Skill: Flare

STEAL
Boost Power (1:4)

ARMSTRONG

L	HP	XP
44	1000	1200

FIRE	ICE	ELEC
100%	100%	100%

DROP
Shield: Bangle +1 (1:2)
Shield: Silver Arc

STEAL
Skill: Kick (1:2)

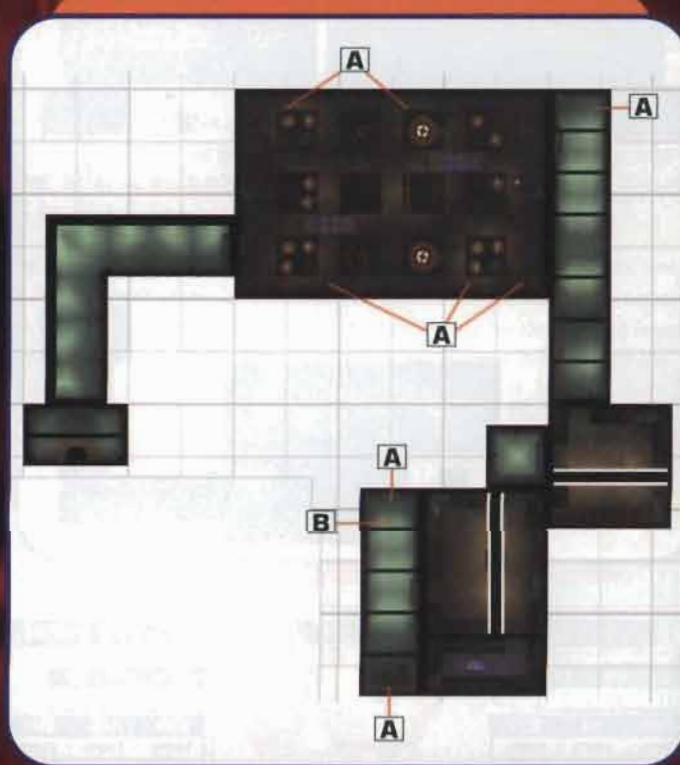
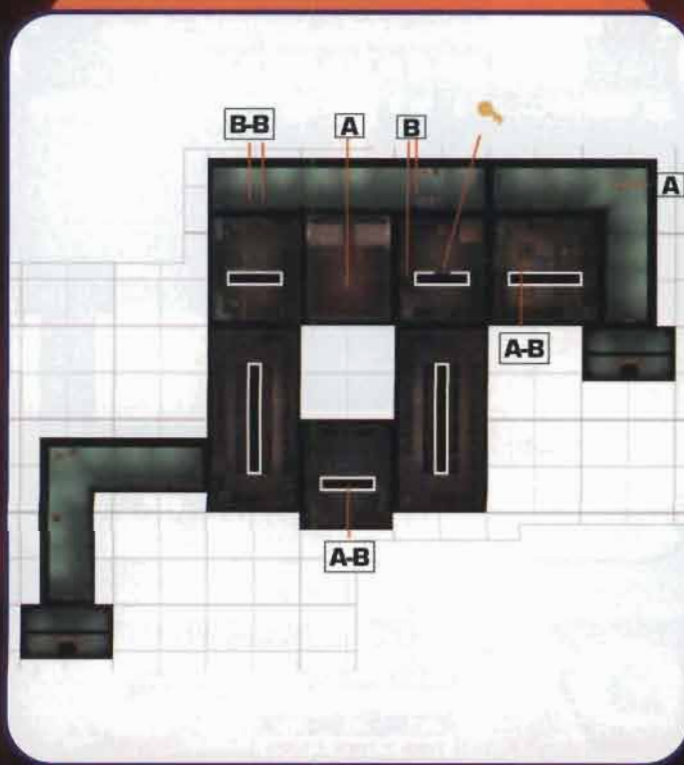


BREEZE THROUGH OR STAY AND FIGHT?

If your only objective is to get through this dungeon as quickly as possible, it's possible to sail through 1F and 2F without so much as a single fight. Loot 1F for a while (the only enemy is the Goo), then take the elevator in the southwest down to 2F. On 2F, follow the long hallway on the north edge of the map to the 3F elevator. You're done! Skip ahead to the next section.

However, if you want to open the two Blue Chests, prepare for a long journey and a few tough fights.

D-RATIO CHECK: 1/4096



BON APPETIT

L	HP	XP
21	40	42
FIRE	ICE	ELEC
200%	200%	200%
DROP		
Aid Kit		



STEAL

Wake Up

GOO PLASMA

L	HP	XP
17	280	80
FIRE	ICE	ELEC
200%	100%	Heal
DROP		
Weapon: Plasma Maser (1:4) Skill: Jolt		



STEAL

Boost Magic (1:4)

GOO RUBY

L	HP	XP
17	280	80
FIRE	ICE	ELEC
Heal	200%	100%
DROP		
Weapon: Ruby Maser (1:4) Skill: Flare		



STEAL

Boost Power (1:4)

GOO SAPPHIRE

L	HP	XP
17	280	80
FIRE	ICE	ELEC
100%	Heal	150%
DROP		
Weapon: Sapphire Maser (1:4) Skill: Frost		



STEAL

Boost Armor (1:4)

KANAPHAGE

L	HP	XP
7	120	100
FIRE	ICE	ELEC
100%	100%	100%
DROP		
10,000z		



STEAL

—

RAFFLESSIA

L	HP	XP
32	400	???
FIRE	ICE	CELE
150%	75%	100%
DROP		
Suit: Sleep Check +2 (1:2) HP Up		



STEAL

Multimeds (1:4)

ARMSTRONG

L	HP	XP
44	1000	1200
FIRE	ICE	ELEC
100%	100%	100%

DROP

Shield: Bangle +1 (1:2)
Shield: Silver Arc

STEAL

Skill: Kick (1:2)

The D-Ratio door in the southeast corner of CorpLab 1F leads to two floors that you otherwise couldn't reach.

On CorpLab B1, Goo of all colors and flavors are hanging from the ceiling, filling many of the rooms. To easily dispose of them, take them one by one and have skills of all elemental types available to Nina. As a reminder, fire beats lightning, lightning defeats ice, and ice destroys fire.



Other rooms contain a new Hychee variant. This one, called Bon Appetit, turns into an **Aid Kit** when it dies. There's also an Odd Hychee with the usual **Mega Aid Kit**.

Basically, the goal is to eradicate all of the Goo on the floor to make the **Treasure Key** appear in a north-central room. Take the key to the Blue Chest in the South to find **G-Inferno**, a 30 AP skill for Nina that creates the largest and most powerful Magic circles in the game.

There's no Blue Chest in CorpLab B2, but a trio of Kanaphages provide an ample reward. Eliminate the four Rafflesia in the large northern room with the Kanaphages, then trap the quick little bugs that can be worth up to 10,000z. If you can't kill them in one shot yet, surround them with the newly acquired G-Inferno rings. Every attack lowers the value of a dead Kanaphage, so do everything possible to bring them down with 30 AP attacks.



POWERGAMING

If you saved recently, farm some money from this room. It only takes a couple of minutes to get here from the Telecorder upstairs, and these Kanaphages aren't difficult to destroy. For maximum Zenny, transform into a dragon, use a twister to eliminate the target Kanaphage, then repeat the process. When the room is clear, give up and do it all again for even more Zenny.



Continue on this floor to find two Armstrongs. They're only guarding random chests, so they're hardly worth the trouble. If you insist on killing them, set up a trio of G-Infernos behind them while they sleep. For giant chunks of metal, they're surprisingly vulnerable to hit-backs and a trio of G-Infernos and G-Iceblasts should make short work of this fight.

Because every Armstrong enjoys sleep, save your attacks until each character has a full AP gauge. This means that you can perform longer combos and have Ryu avoid counterattacks. In addition, it also moves the battle along quickly.



THE CORPLAB 2F TREASURE KEY

Take the elevator in the southwest corner up to CorpLab 2F and search the northern rooms. In the central room (accessible from the east) you'll encounter an Odd Hychee and a cadre of regular Hychees. Stock up on healing items, then go across the bridge.



Both sides of the bridge are packed with Buzz enemies. They're fairly weak, so throw some Meat and go for a big XP bonus. Bring along a few spare Antidotes, though, because their stings are poisonous. Lin is the best person for culling the herd here, use her for the Extra Turn and unleash wide area attacks.



TIP

Because Buzz enemies often drop Longfoot items, which permanently increase a character's Movement stat, make sure you kill them all. If any of the loot gets stuck between the bridges, have Nina vacuum it in.

The room at the end of the bridges contains two Rafflesias, some rather peculiar enemies. For a relatively easy fight, skip all of Nina's turns and have Ryu and Lin pelt them with everything in their arsenal. For more challenging battles, have Nina chip in, too; this foe's stats increase by 10% across the board each time it gets hit with magic. The XP this enemy relinquishes will increase accordingly, but don't get in over your head. On each turn, the Rafflesias gain back half as many HP as they currently have. Therefore, don't bite off more than you can chew or you may find that they regenerate more damage than your characters can inflict. To safely earn XP, knock the Rafflesias to the brink of death before using any Magic.



After defeating both enemies, the **Treasure Key** appears. Cross the east bridge and hang a left to get to the Hychea room, where the Blue Chest awaits. It contains **Roundsaber**, a 30AP Spread attack for Ryu.

THE CORPLAB 1F TREASURE KEY

There are two Patroller enemies in the hallway south of the room in which you fought the Rafflesias. Note the Yellow Box behind them, but think twice about engaging these two in combat. When each Patroller dies, it summons four tough Bouncer enemies in the next hallway. Let both live and the hallway remains clear; kill them both and eight Bouncers await. If you're up for the challenge, go for it!

TIP

Bouncers are tough but the fights aren't very lucrative XP-wise. However, they drop Nina's 20 AP Lightning skill when killed. If you want an early crack at this skill, pick a fight with them.



TIP

No one likes having their pockets picked, and the Bouncers become enraged when you swipe their **Zennypurses**. Kill them before they can retaliate, then resell the purses for 300z.



POWER GAMING

What are eight Bouncers compared to a party of your potential? If you're fairly experienced and comfortable with the game by now, the Bouncer fight can be a lot of fun. Use the boxes in the corridor to make the enemies bunch up before engaging them. When the Bouncers get hooked onto the boxes, it is safe for Nina to start the fight—this is exactly what you want. Hammer the Bouncers with AoE attacks from the start of the fight to end it in one or two rounds. This earns you a hefty XP bonus—even from mere Bouncers—and it's a TON of fun to pull this off. The second time through the game, this fight is a must, but even first-timers will enjoy the potential for a good tussle here.

If your characters aren't quite powerful enough for this fight, stock up on Bombs and Dynamite. When the Bouncers get stuck together, use Dynamite to soften the group. After doing so, throw in a couple of Bombs (these can be saved for the first round of battle and used manually).



The elevator at the end of the Bouncers' hallway leads to a new section of Corplab 1F. The large room here is full of Ruby and Plasma Goo, enemies that can quickly overwhelm a party with powerful magic. To do so, strike at their type weaknesses. Hit the red Ruby Goo with ice spells and the yellow Plasma Goo with fire. Hitting the Rubies with

fire or the Plasmas with lightning causes them to regenerate and become stronger. After clearing the room, the **Treasure Key** appears.

TIP

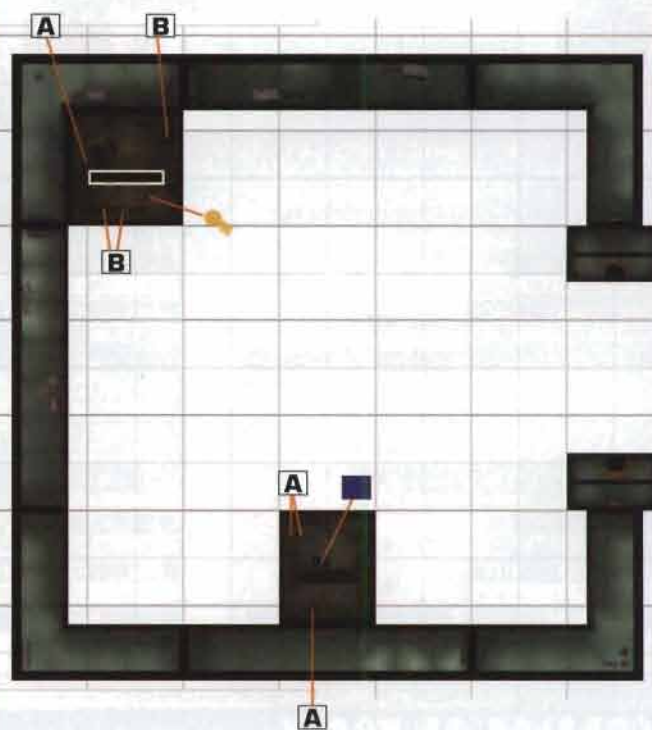
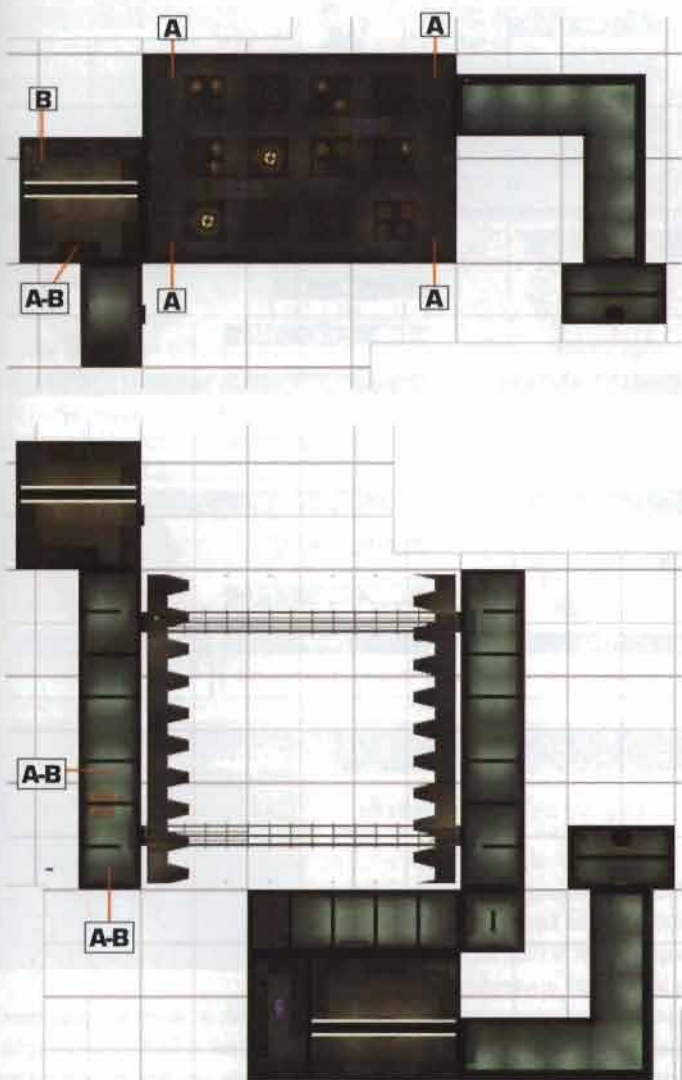
Try to get Nina the Extra Turn, and use it to hit each enemy with its elemental weakness once. This should drastically reduce their offensive capabilities, forcing them to use only level 1 spells for the remainder of the fight.

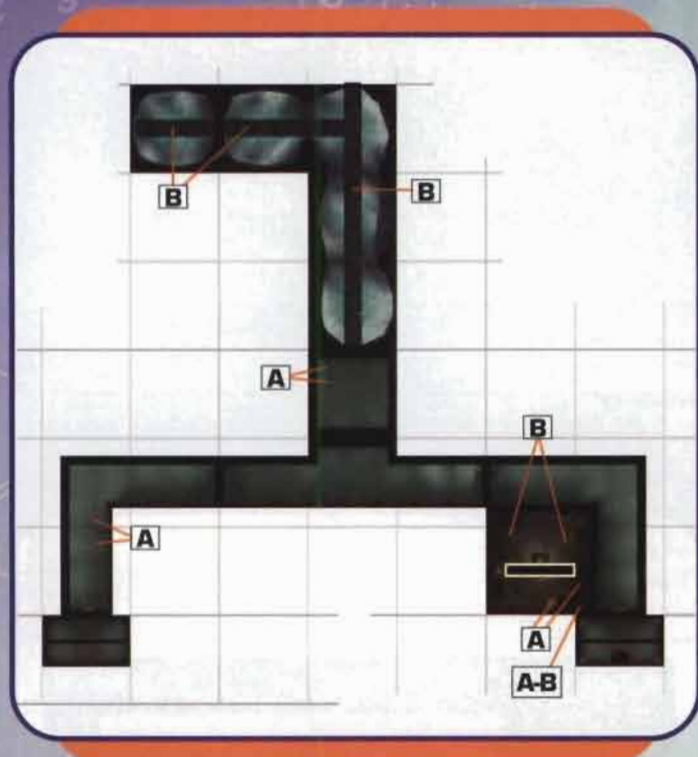
There is a giant Armstrong in the corner of the Blue Chest room that follows, but this enemy is slow and narcoleptic, so combat is easy to avoid. If you want to fight this enemy, be advised that it has amazing defense. Nina is the best choice here, especially if she has the Lightning skill. The Armstrong counters physical attacks, so make sure Lin stays far away and keep Ryu's HP up. The Armstrong falls asleep after a few turns and gains 250 HP. When this occurs, have everyone skip their next turn to fill up their AP bars. On the next turn, wake up the foe with blistering 150 AP combos.

The chest contains **Blunt**, a Nina spell that lowers its targets' attack score. This technique is effective against certain enemies, in particular Armstrongs.



CORPLAB 3F, 4F & 5F





GOO PLASMA

L	HP	XP
17	280	80

FIRE	ICE	ELEC
200%	100%	Heal

DROP
Weapon: Plasma Maser (1:4) Skill: Jolt

STEAL

Boost Magic (1:4)

GOO RUBY

L	HP	XP
17	280	80

FIRE	ICE	ELEC
Heal	200%	100%

DROP
Weapon: Ruby Maser (1:4) Skill: Flare

STEAL

Boost Power (1:4)

GOO SAPPHIRE

L	HP	XP
17	280	80

FIRE	ICE	ELEC
100%	Heal	150%

DROP
Weapon: Sapphire Maser (1:4) Skill: Frost

STEAL

Boost Armor (1:4)

KANAPHAGE

L	HP	XP
7	120	100

FIRE	ICE	ELEC
100%	100%	100%

DROP
10,000z

STEAL

—

BUZZ

L	HP	XP
14	240	42

FIRE	ICE	ELEC
200%	100%	100%

DROP
Longfoot (1:4) Poisonsmoo (1:2)

STEAL

Antidote (1:2)

QUEEN BUZZ

L	HP	XP
24	360	100

FIRE	ICE	ELEC
200%	100%	100%

DROP
Longfoot

STEAL

Panacea (1:2)

PATROLLER

L	HP	XP
9	120	35

FIRE	ICE	ELEC
100%	100%	100%

DROP
Zennypurse

STEAL

Escape (1:4)

BOUNCER

L	HP	XP
18	280	90

FIRE	ICE	ELEC
100%	100%	100%

DROP
Skill: Lightning (1:2)

STEAL

Zennypurse (1:4)

GOO PRISM

L	HP	XP
20	200	250

FIRE	ICE	ELEC
100%	100%	100%

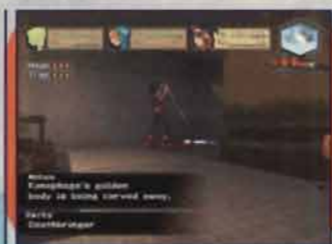
DROP
Weapon or Armor (special)

STEAL

—

CORPLAB 3F NORTH

The large central room on this floor contains a bunch of Goo enemies, including the new Sapphire Goo. Kill at least one of them to acquire the Frost skill for Nina.



A far more interesting pair of enemies lurks here as well, the Kanaphage. These gilded bugs are worth 10,000z, but their value drops in half with each unsuccessful attack. With this in mind, use the party's strongest level 3 attacks to kill them with as few hits as possible. These enemies are quite good at running away, so have Ryu use a pair of Deathbringers during his Extra Turn to dispose of them. If they seem to be getting away, have Nina attempt to reach them with a Lightning attack.



CORPLAB 3F SOUTH



The bridge that connects the north and south parts of this map will either be infested with a bunch of Buzz enemies with one Queen, or just three Queen Buzzes. If the former appears, go for the big XP. If the latter appears, just fight them one-on-one. It shouldn't be a problem, as these enemies are susceptible to Fire and not particularly dangerous. Also, they always drop Longfoots!

After crossing the north bridge, go back across the south bridge and pick up a pair of Yellow Boxes. There are no Blue Chests on this floor, so head to the exit in the southwest. An interesting event occurs on the way.

CORPLAB 4F

There are four Patrollers on this floor. Each one will summon nine Bouncers into the halls when it dies. If you're determined to avoid the Bouncer battles, use Ryu's D-Dash to get through by with only a small cost to the D-Counter (a few tenths of a percent if used carefully).



Bouncers aren't as tough if your party has the Lightning skill. These enemies are fast, though, so have Nina swing early to get the Extra Turn.



Getting past the Patrollers in the northwest corner room can be tricky if you want to open the Blue Chest near the entrance to this floor (do so, as it contains a **Backpack**). A Goo Prism (a slightly tougher version of the Goo Element) has the **Treasure Key**, and it sometimes lurks in the room guarded by the two Patrollers. If you can't find the Goo Prism in the hallway, cut down the Patrollers and search between the cages. Like the Goo Element, the item the Prism drops depends on who kills it. If Nina finishes the job, the item changes based on the element used.

Lin: Handgun +3

Ryu: Strong Sword +3

Nina-Ice: Ice Check +1

Nina-Fire: Ruby Maser +1

Nina-Electric: Plasmaproof +1



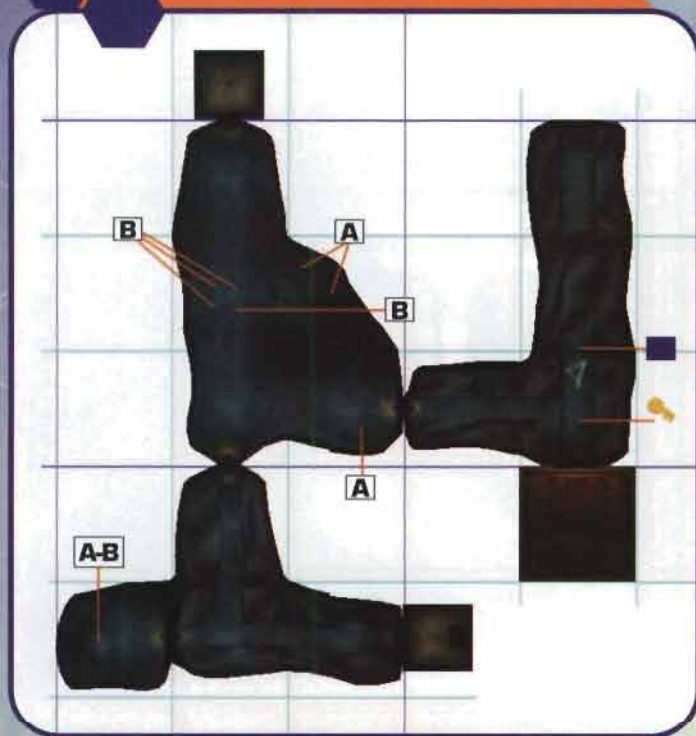
CORPLAB 5F

This floor is free of enemies, so explore at your leisure and don't miss the Telecorder and shop girls in the southwest room. Arma's shop is always the same this time; the Electric-type weapons for Nina and the Anti-Ice armor available to everyone should provide a clue about your party's next destination. Both sets of equipment are useful in the Ice Caves, which is just past the door in the northwest.



CHAPTER FIVE

FROZEN ROAD 1F



GARPIKE

L	HP	XP
20	480	115
FIRE	ICE	ELEC
50%	Heal	150%
DROP		
Suit: Ice Proof +2 (1:4) 100z		



STEAL

Skill: Thrust (1:2)

GARSNIPE

L	HP	XP
22	460	120
FIRE	ICE	ELEC
50%	Heal	150%
DROP		
Suit: Ice Seal +2 (1:4) 120z		



STEAL

Skill: Blow Up (1:2)

GOO SAPPHIRE

L	HP	XP
17	280	80
FIRE	ICE	ELEC
100%	Heal	150%
DROP		
Weapon: Sapphire Maser (1:4) Skill: Iceblast		



STEAL

Boost Armor (1:4)

DRILLBUG

L	HP	XP
18	310	78
FIRE	ICE	ELEC
50%	Heal	150%
DROP		
AP Up (1:4) Wake Up (1:2)		



STEAL

Poisonshroom (1:2)
Fresh Meat (1:2)

AGGROSSA

L	HP	XP
16	260	75
FIRE	ICE	ELEC
50%	Heal	150%
DROP		
Suit: Chaos Check +3 (1:8) HP Up (1:2)		



STEAL

Louse (1:4)
Wake Up

AGGROSSER

L	HP	XP
24	380	130
FIRE	ICE	ELEC
50%	Heal	150%
DROP		
Weapon: Glacier +3 (1:2) Weapon: Glacier +2		



STEAL

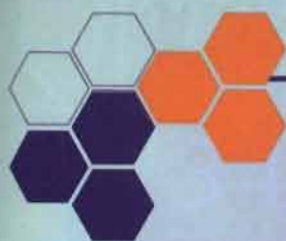
Louse

MEET THE GARS

You'll find a room guarded by four Gar-series enemies if you continue into the door directly ahead. They guard a treasure of either three Yellow Boxes or one Yellow and five White, so it's probably worth the trouble. However, four Gars at once can be overwhelming, so open the door and lure them out one or two at a time before entering.

Like virtually all enemies in the Frozen Road, Gars are weak to Electric attacks. Since Nina will be your MVP throughout this dungeon, try to equip her with an Antenna or Thor Hammer for the slight Electric-damage boost they provide. If you haven't found one, you can buy one from the weapon dealer at the end of CorpLab.





THE CENTRAL CAVERN

There's a large cavern north of the entrance that contains a number of Goo Sapphires and Drillbugs. Drillbugs are pretty easy to avoid, since they're completely obsessed with running around in their little circles. If you choose to fight them, you'll find them pretty easy to beat with Lightning spells and long range attacks. From here you can go north to the stairs, or east to the Treasure Chest.

POWERGAMING

Drillbugs are very easy to group together with meat, so toss a slab of juicy ribs into the center of a bug group. The little guys will converge on the meat and lend themselves to a very shocking Extra Turn from Nina. This earns you a nice chunk of free XP.



THE TREASURE CHEST

The bridge here is full of new Aggrassa and Aggrosser enemies. Try to lump them up with Fresh Meat, and then take them out with Blow Up and Jolt attacks. Not only will you get a good amount of XP, you'll also end up with a pile of valuable HP Ups.



Aggrassas tend to cast Confuse on your party when they drop below half their HP Max. Unaffected characters should finish off the enemies, and then the Confused members can run it off outside of combat.

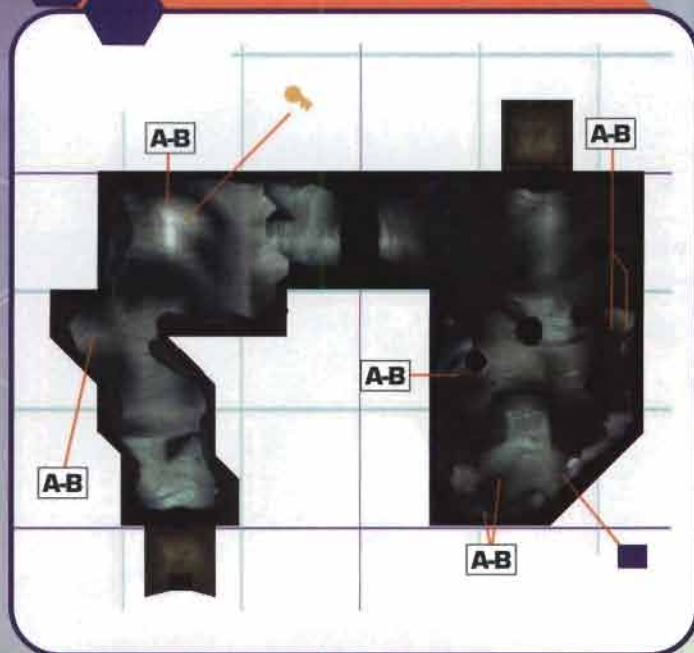


A good way to counter this problem is to have Lin and Nina soften the enemy group to the point where Ryu can finish each one off in a single attack set (thus, the bats won't even get a turn when they are below half health).

The Aggrossers will drop the **Treasure Key** once eradicated. The nearby chest contains Lin's **Greetings** skill.



FROZEN ROAD 2F



JACK BOX

L	HP	XP
17	333	77

FIRE	ICE	ELEC
100%	50%	100%

DROP

Zenny

STEAL

—



BIG JACK BOX

L	HP	XP
21	777	210

FIRE	ICE	ELEC
100%	50%	100%

DROP

Zenny

STEAL

—



GARPIKE

L	HP	XP
20	480	115

FIRE	ICE	ELEC
50%	Heal	150%

DROP

Suit: Ice Proof +2 (1:4)
100z

STEAL

Skill: Thrust (1:2)



GARSNIPE

L	HP	XP
22	460	120

FIRE	ICE	ELEC
50%	Heal	150%

DROP

Ice Seal +2 (1:4)
120z

STEAL

Skill: Blow Up (1:2)



DEATHCOW

L	HP	XP
22	530	88

FIRE	ICE	ELEC
100%	50%	100%

DROP

HP Up
Suit: Impact Seal +1 (1:2)

STEAL

Skill: Wild Swing (1:4)
Meat

BEAK

L	HP	XP
30	580	120

FIRE	ICE	ELEC
100%	50%	100%

DROP

Suit: Bindproof +2 (1:2)
Suit: Stunproof +1 (1:2)

STEAL

Skill: Wild Swing (1:2)
Fresh Meat

HERMITS: THE NEXT GENERATION

Not everything in the frozen lake area is as it seems. Switch to Lin so you can see if her crosshairs appear on the White Boxes before you approach them. If they don't show up, the box is probably a Jack Box in disguise. Toss some Meat to lure out the beast within, then start the fight with Ryu. Most of the boxes in this room are fake, including the giant one.



Fortunately for you, Jack Boxes are easily beaten and offer an incredible opportunity to earn obscene amounts of money. Additionally, the Big Jack Box holds the **Treasure Key** for this floor.



POWER GAMING

JACKING THE JACK BOXES

Every time you hit the Jack Box, the amount of cash it holds increases. You can actually watch the pot grow, hit by hit, by using Lin's Profile ability. The formula that determines how much money you get is complex, but the method to maximize it is pretty simple.

On your first turn (the Extra Turn, for example), hit the enemy three, five, or seven times (seven gets you the most money), then end your turn and wait until the Jack Box's first turn. A message will say, "Jack Pod" and the amount of Zenny it holds will begin to increase dramatically.

On your next turn, have everyone hit the Jack Box as often as possible. You must kill it this turn, or the pot will zero-out permanently on the Jack Box's next turn. Get in as many hits as possible before it dies. Use low damage skills like *There!* and *Hex* (sold in The Colony), and Ice-type spells like *Frost* to get in 15-20 hits before you finish it off. If you can hit the Jack Box enough, its purse will max out at a stunning 60,000 Zenny. Pull this off on each of the five or so Jack Boxes in this dungeon, and you'll never need to worry about money again.



THE EAST CHAMBER

There's a small army of Gars here, but they'll have trouble reaching you from the pit in the south part of the room. Capitalize on this by softening them up with explosives before you wade in and finish them off.



This room also marks the return of the Beak and Deathcow enemies last seen in the Lift to LowSector. They're nowhere near as tough now that you're five or six levels higher, but they can still pose a serious threat. Try to have Ryu start the fight so he can get in range before they cast *Howl* and all of your characters end up with the *Bind* condition.

The Treasure Chest in the south end contains the easy-to-abuse *Feint* skill. Grab that, then continue north to the third floor.



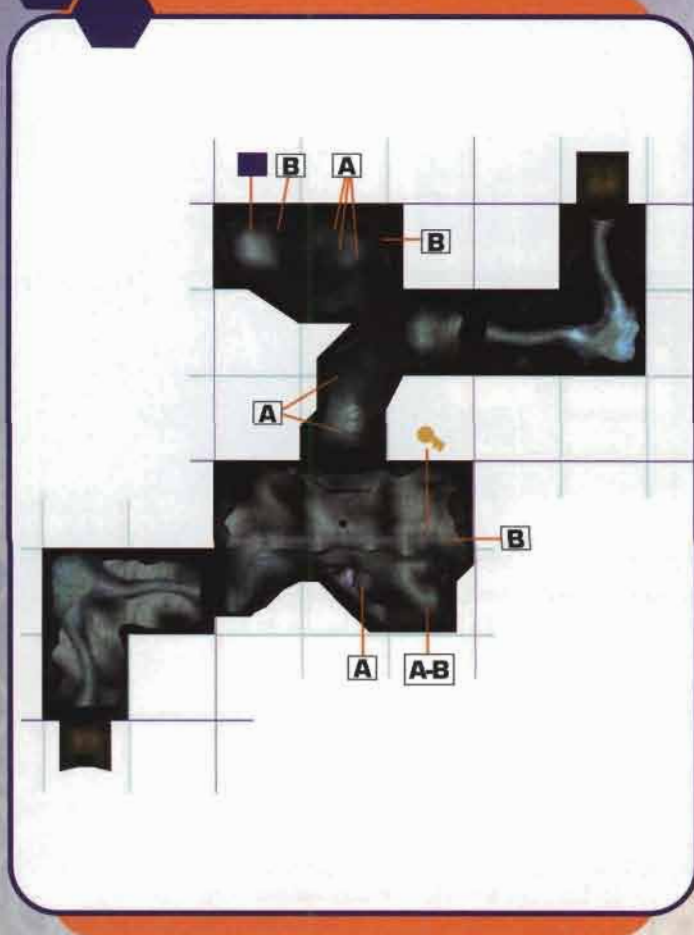
TACTICS

NEW SKILL: FEINT

The first time you're hit in each combat, Feint will erase all of the damage. Combine it with the ability to switch shields in combat, and this powerful skill can be exploited in a number of ways. For example, thread three different shields with Feint, switch between them on each of your turns, and prevent three attacks. Or once your Feint has been expended, switch to a shield threaded with Valor or some other useful skill.



FROZEN ROAD 3F



GOO SAPPHIRE

L	HP	XP
17	280	80
FIRE	ICE	ELEC
100%	Heal	150%
DROP		
Weapon: Sapphire Maser (1:4) Skill: Frost		



STEAL

Boost Armor (1:4)

ICE GOO

L	HP	XP
28	420	240
FIRE	ICE	ELEC
100%	Heal	150%
DROP		
Weapon: Ice Cannon +2 (1:4) Shield: Astra Shell +2		



STEAL

Boost Armor (1:2)

DRILLBUG

L	HP	XP
18	310	78
FIRE	ICE	ELEC
50%	Heal	150%
DROP		
AP Up (1:4) Wake Up (1:2)		



STEAL

Poisonshroom (1:2)
Fresh Meat (1:2)

BUG LEADER

L	HP	XP
30	500	265
FIRE	ICE	ELEC
50%	Heal	150%
DROP		
Skill: Leech Power		



STEAL

Eye Drops
Wake Up

AGGROSSA

L	HP	XP
16	260	75
FIRE	ICE	ELEC
50%	Heal	150%
DROP		
Suit: Chaos Check +3 (1:8) HP Up (1:2)		



STEAL

Louse (1:4)
Wake Up

AGGROSSER

L	HP	XP
24	380	130
FIRE	ICE	ELEC
50%	Heal	150%
DROP		
Weapon: Glacier +3 (1:2) Weapon: Glacier +2		



STEAL

Louse

BEAK

L	HP	XP
30	580	120
FIRE	ICE	ELEC
100%	50%	100%
DROP		
Suit: Bindproof +2 (1:2) Suit: Stunproof +1 (1:2)		



STEAL

Skill: Wild Swing (1:2)
Fresh Meat

THE ICE GOO

The **Treasure Key** for this floor is in the clutches of a giant Ice Goo surrounded by a cadre of smaller Goo Sapphires. The Ice Goo may look more dangerous, but it will go down just as quickly if you use common sense Goo-killing tactics. Use some Meat to get all the Goos together, then have Nina get the Extra Turn. Immediately hit everyone with some Lightning spells to suppress their ability to use high-level skills, then clean them up with mass-kill tactics.



KING OF THE DRILLBUGS



To get to the Treasure Chest, you'll need to fight your way past the Bug Leader and his small army of Drillbugs. If possible, try to lure the Drillbugs away and kill them first; you want to take the Bug Leader on by himself.

If there are Drillbugs in the fight, ignore them and kill the Bug Leader first. If you kill a Drillbug in the Bug Leader's presence, he'll cast a Blizzard spell on the entire group. Avoid that and he's not so tough. Watch out for his Thumbing attack, which can Blind its target, but do keep him alive long enough to steal the **Leech Power** skill. This neat little shield skill will suck a few AP from any foe that attacks you. Best of all, it's free for you to use.

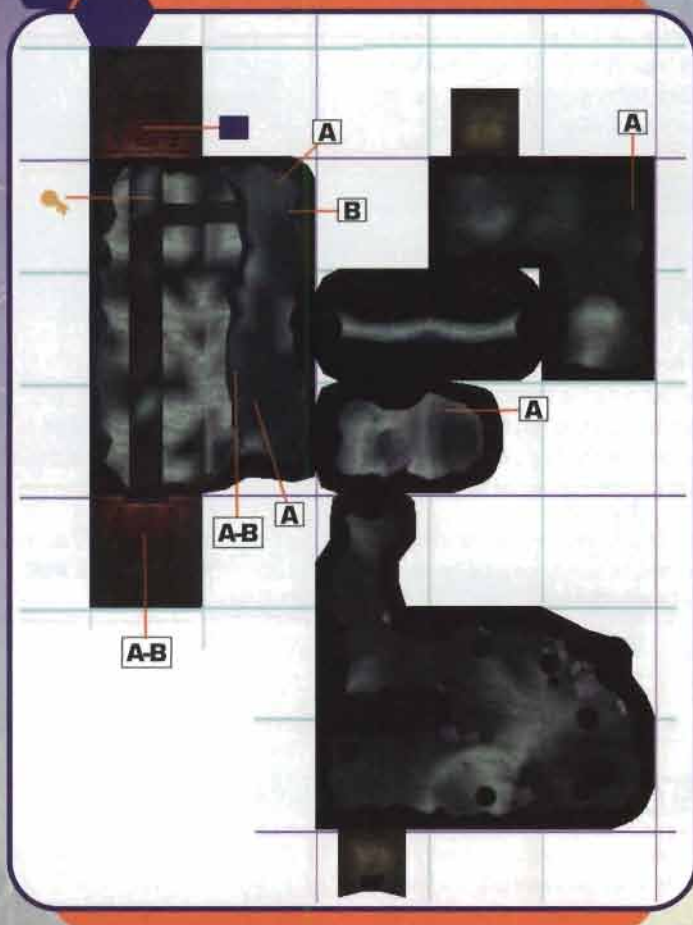
The chest contains a weapon, not a skill. Make sure you don't accidentally dump it from your inventory before you can get it Appraised; the **Cleaner** comes with the important **C'Mon!** skill pre-installed.

THE DANGER ROOM

The next room is a fairly easy Danger Room, where you'll have to fight a handful of Aggrossas and Beaks. The Aggrossas are pretty shy, and you may need to use Meat to lure them off the roof. The Beaks will use Howl immediately, so don't start the fight from too far back. Make sure Ryu is in the lead, or he could get stuck behind the other characters on the bridge.



FROZEN ROAD 4F



GARPIKE

L	HP	XP
20	480	115
FIRE	ICE	ELEC
50%	Heal	150%

DROP

Suit: Ice Proof +2 (1:4)
100z

STEAL

Skill: Thrust (1:2)

GARSNIPE

L	HP	XP
22	460	120
FIRE	ICE	ELEC
50%	Heal	150%

DROP

Suit: Ice Seal +2 (1:4)
120z

STEAL

Skill: Blow Up (1:2)

BEAK

L	HP	XP
30	580	120
FIRE	ICE	ELEC
100%	50%	100%

DROP

Suit: Blindproof +2 (1:2)
Suit: Stunproof +1 (1:2)

STEAL

Skill: Wild Swing (1:2)
Fresh Meat

JACK BOX

L	HP	XP
17	333	77
FIRE	ICE	ELEC
100%	50%	100%

DROP

Zenny

STEAL

—

HYCHEE

L	HP	XP
11	10	3
FIRE	ICE	ELEC
100%	100%	100%

DROP

Heal Kit

STEAL

Wake Up

ODD HYCHEE

L	HP	XP
13	300	30
FIRE	ICE	ELEC
100%	100%	100%

DROP

Mega Aid Kit

STEAL

—

A LEGION OF GARS

The four Gars in this room are in a pretty tight formation, so it won't be easy to cut them into smaller groups. This would be a good time to use some of your accumulated explosives to weaken the Gars before Nina finishes them off with Lightning attacks. It's nice to start this off with a good Meat toss, though; you don't want any of those Gars to make a run and rob you of an Extra Turn.



A WELCOME HYCHEE ROOM

This looks like a typical Hychee Room: Five of the smaller maggots surround a single Odd Hychee. However, check out the ceiling before you rush in to collect your **Heal Kits**—there are two more Odd Hychee lurking up there. Lure them down and wipe them out, too; the **Mega Aid Kits** they drop will be a big help in the series of boss fights ahead.

BEAKS ON THE BRIDGES



If you don't care about the Treasure Chest here, you can go straight through the door to the north and avoid the Beaks entirely. If you want to get the **Treasure Key**, start the battle from afar so you can use the thin network of bridges to your advantage. When the Beaks are forced to come at you in single file lines, they'll be set up perfectly for G-series spells and Lightning blasts; line attacks like Fang work well, too.

The Treasure Chest in the small room to the north contains **Fragball**, a 20 AP Magic Trap skill for Nina. This one is Ice-type (so it's useless in this dungeon), with the added effect of freezing some enemies. Don't miss the other alcove at the south end, which will either have a Yellow Box or four White Boxes.

SHOP GIRLS AND JACK BOXES



When you cross the land bridge to the east, you'll be only a few steps away from the sweet relief of a pair of shop girls (Jaju and Leo) and a Telecorder. However, don't assume that this final room is safe, because several of the chests here are Jack Boxes. By now you should know how to mint Zenny from each one; it's too bad there isn't a weapon shop here to spend your fortune on.

Make sure you have plenty of Aid Kits and Tonics before you take the north door to the Storage Area. Hit the Telecorder, too—you can afford to spend a Save Token, since you'll get two more after the boss fight. This is one of the best save points in the game; if you're going to save at all, this is a key spot.

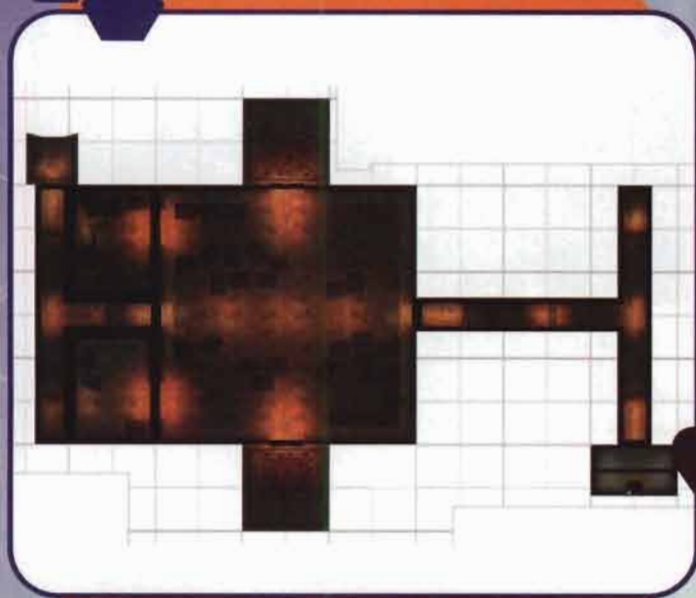
TACTICS

NEW SKILL: C'MERE!

Lin can't learn C'Mere! at this point in the game, but it comes pre-installed in the Cleaner gun that you can now have appraised. C'Mere! does no damage, but it will pull enemies forward a great distance. This can be used to prevent foes from fleeing, pull enemies into G-Flares, and bring distant targets into Ryu's range.



STORAGE



POWERGAMING

You just saved your game, and things can get very exciting over the next few battles. An upcoming series of boss fights will grant you a lovely amount of Party Experience, especially if you win those fights during the first round.

If you want to have a bit of fun and build up more power, use your Dragon abilities to destroy the enemies in all three of the battles. A first-round victory is almost hard to avoid once D-Counter points are no longer an issue.

When the series of fights is over, give up and start the whole process over again. An hour spent collecting XP in this manner will set a party up for the rest of their journey (you can gain enough levels to stay out of harm's way through most challenges).

ROUND ONE: THE RANGER CAPTAINS

GUNNER CAPN

L	HP	XP				
30	520	420				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
90	44	20	36	30	—	—
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Skill: Dent Weapon			550x			



LEAD GUNNER

L	HP	XP				
36	720	640				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
88	50	20	52	30	—	—
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Skill: Third Eye			800x			



▶ **BATTLER CAPN**

L	HP	XP				
32	620	480				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
78	40	60	36	40	—	—
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Shield: Ranger Shell +3 (1:8)			500z			

▶ **LEAD BATTLER**

L	HP	XP				
36	750	640				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
84	50	20	40	40	—	—
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Skill: Counter			800z			



An eight-on-three fight is never fair, so you'll need to even the odds quickly or your foes will wear you down. Gunners are annoying cowards and they fall like wheat when Ryu wades into their midst. If you can go into a position for Side Slice to hit a Gunner and a Battler at the same time, you will enjoy the extra damage that the Battler takes. Gunners just don't have the defense to survive for very long against direct attack.

When the Gunner on the left side is down and the Battlers are on the wane, it's time to strike at the more prominent group (on the right side). Have Lin pull them together and continue to have her and Nina use softening AoE attacks; Ryu should stay close and bring targets down.

The final group at the bottom is of little consequence with its supporting warriors slain. Advance on them and grant them a swift rest.

**ROUND TWO: ASIMOV**▶ **ASIMOV**

L	HP	XP				
32	1400	1024				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
100	72	80	50	30	—	—
FIRE	ICE	ELEC	DROP			
100%	150%	25%	—			
STEAL			STEAL			
Generator (1:4)			Skill: Take This!			

▶ **ANNEX**

L	HP	XP				
8	200	64				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
75	50	300	43	40	—	—
FIRE	ICE	ELEC	DROP			
100%	200%	Heal	—			
STEAL			STEAL			
Battery Pack			—			



This walking drill press isn't half as tough as it looks. Send Ryu in to deal with it directly while Nina and Lin use their Spread attacks to kill the Annexes before they attack. Make sure Ryu has Steal equipped; if he gets lucky, he can swipe the Asimov's **Generator**, reducing its ability to regain AP.

Because the Asimov will constantly regenerate its Annexes, the machine will attack only rarely. This keeps your party from taking much damage at all!

When Asimov falls to 0 HP, you have three rounds to flee before it explodes. Run just far enough away that the Annexes are in the outer range of Nina and Lin's attacks, so they can continue to deal with them, while awaiting the boom.

If XP isn't as important to you, just keep running and make the Annexes do all of the hard work. They will get a back attack in against you, but you won't risk being in close proximity to the blast of the Asimov when it dies.



ROUND THREE: CAPTAIN ZENO

CAPTAIN ZENO

L	HP	XP				
56	1600	2800				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
74	25	80	46	60	—	—
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Skill: Feint (1:2)			V			



MAGE CAPT

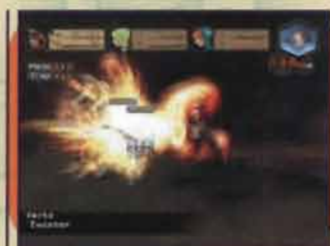
L	HP	XP				
31	580	520				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
60	42	80	38	40	—	—
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Magic Wand +2 (1:4)			450z			



In the final round of this battle, Captain Zeno attacks while two Mage Captains back her up. Zeno isn't too tough at first, but she can strike two characters each turn for small amounts of damage. Your first priority is to take out one of the Mages; both can cast Iceblast and hit multiple characters. The mage on your immediate flank is the best target, and your party should be able to take this caster down in the first round.

When one of the Mages is dead, things get a bit more complex. Zeno is easy enough to wound early on, but she has a heck of a card to play if you push her back to the wall. If the second mage dies or if Zeno falls below half of her maximum health, she will use her **Final Verdict** skill to power herself up considerably. To maximize your chance of winning this fight, concentrate on Zeno after the first mage dies. You can wound the other in preparation for a kill, but don't finish that second mage until Zeno undergoes her transformation. When Captain Zeno begins to approach half-health, save up your AP for a huge combo attack that will send her as far toward the grave as possible (Ryu is the best choice for doing this). The moment she changes, kill the other mage and work on the deadly leader once she's alone.

Zeno does a lot more damage in her new mode of attack and she takes half damage from all of your attacks, including the magical ones. This is why you want to lower her health bar as much as possible before this stage of the fight. If things are still looking bleak, even with all of the preparation work that you have done, transform into a Dragon and hit Zeno with a Twister.



After defeating Zeno, recover her sword, the **Violet Blade**. Take it outside to get appraised and begin using it immediately. Don't forget to raid the rooms that border the battlefield. A pair of **Save Tokens** is among the treasures.



POWERGAMING

STEALING FROM ZENO'S MEN

There's a lot of great stuff to swipe in the three boss fights, so equip everyone with Steal to increase the odds you'll get it all. In the first fight, steal **Dent Weapon** from any of the three Gunner Captains, **Counter** from the Lead Battler, and **Third Eye** from the Lead Gunner.



In the second fight, it's easy to steal the **Take This!** Skill from the Asimov, but a little tougher to steal the **Generator**, which can be sold for 2,500z. The **Batteries** that the Annexes have can be sold for a mere 100z.

In the final battle, snag the powerful **Valor** Shield Skill from Zeno herself, as well as her trademark **V** (which can be sold for 1300z). The Mages each hold a **Magic Wand +2**, a fantastic weapon for Nina that has increased power and many more skill slots.



TACTICS

A PLETHORA OF NEW SKILLS

The skills you can steal in this series of battle are all quite useful. **Third Eye** is quite interesting; it's a 10 AP skill that guarantees your next attack will hit. It can't be used in combos, which is annoying, but it's nice to have available in one of your alternate weapons, especially when paired up with powerful, but inaccurate, skills like **Ogre Slice**.

Lin's **Take This!** skill is one of her few good damage-dealing skills, and it's especially cool when used in combination with **Therel**.

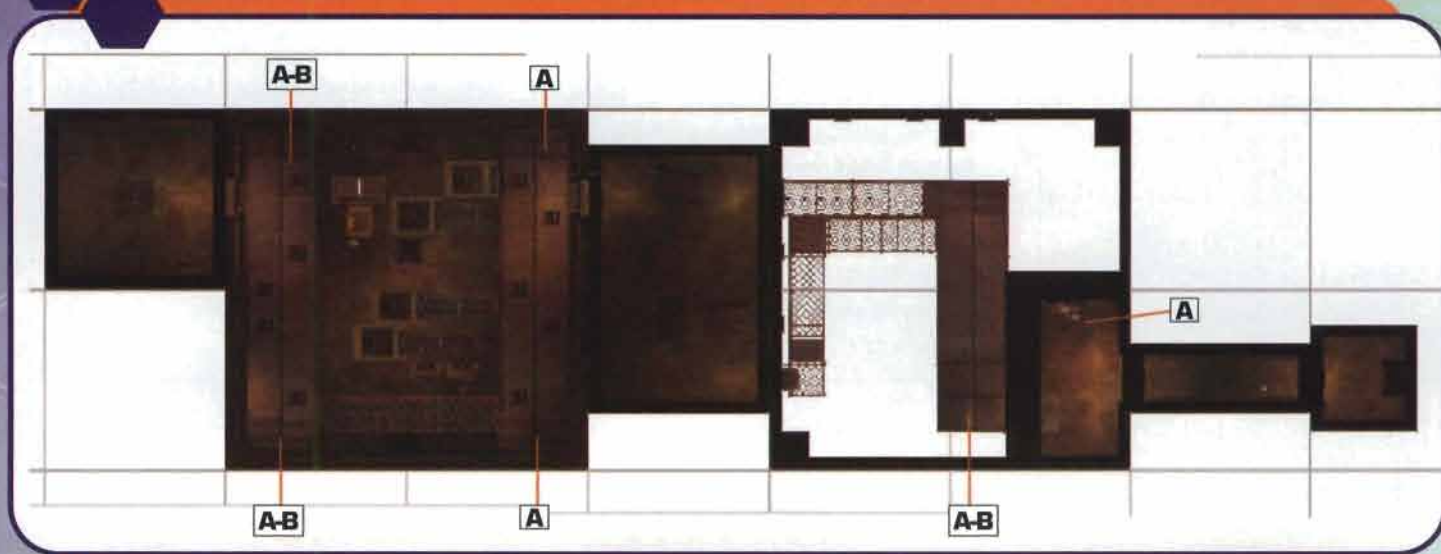
The shield skill **Valor** will resurrect a character (up to one HP) the first time you die in any battle. Always keep a shield with this equipped in your inventory for boss fights (where it can really hurt to lose a turn getting woken up with a tonic). It also ensures that you'll never lose the game when your entire party is hit by a powerful spread attack. Obviously, swap it out once it's been activated.

Finally, there is **Violet Death**, the 30 AP skill that exists only in Zeno's Violet Blade. This nifty little skill hits once with a weak attack that ignores the enemy's Defense, and then follows it up with a powerful spread attack. In general, it's a better skill than **Deathbringer**.



CHAPTER SIX

INDUSTONE 1F



BANDIT

L	HP	XP
29	380	180

FIRE	ICE	ELEC
100%	100%	100%

DROP

Skill: Steal (1:2)

STEAL

Boost Range (1:4)

HIGHWAYSTAR

L	HP	XP
29	450	170

FIRE	ICE	ELEC
100%	100%	100%

DROP

Zennypurse

STEAL

Skill: Side Slash (1:2)

ODD HYCHEE

L	HP	XP
13	300	30

FIRE	ICE	ELEC
100%	100%	100%

DROP

Mega Aid Set

STEAL

—

EBONFIRE

L	HP	XP
23	420	140

FIRE	ICE	ELEC
25%	200%	100%

DROP

Fire Bomb (1:4)
Suit: Fireproof +3 (1:4)

STEAL

Fresh Meat (1:2)

BAPHOMET

L	HP	XP
42	900	1000

FIRE	ICE	ELEC
50%	150%	100%

DROP

Skill: Fireblast

STEAL

Weapon: Pyromania +4 (1:4)
Unlock

A DEN OF THIEVES

After turning the corner in the first room of IndustOne, the party comes face-to-face with five new Trickster-series enemies. The two Bandits stun the party and steal their items, possibly costing a turn, and then run for the exits. HighwayStars aren't pickpockets, but they will grab any items on the battlefield. This will likely include the items you just recovered from the Bandits.



Fortunately, a new weapon will help counter all of this nonsense. The C'Mon skill in Lin's Cleaner weapon will pull the fleeing burglars back to the party. Then Ryu and Nina can teach them a valuable lesson about taking things that don't belong to them.



Take the north door out of there to find a room with a trio of Odd Hychees. The lower door leads to the next part of this floor.



BAPHOMET AND THE EBONFIRES

Two new enemies lurk in the next area. The giant Baphomet and the smaller Ebonfires congregate in open areas, so use Lin's C'Mere! skill to bring them into Ryu's range. Switch Nina to Ice attacks, because both foes are Fire-based enemies.



TIP

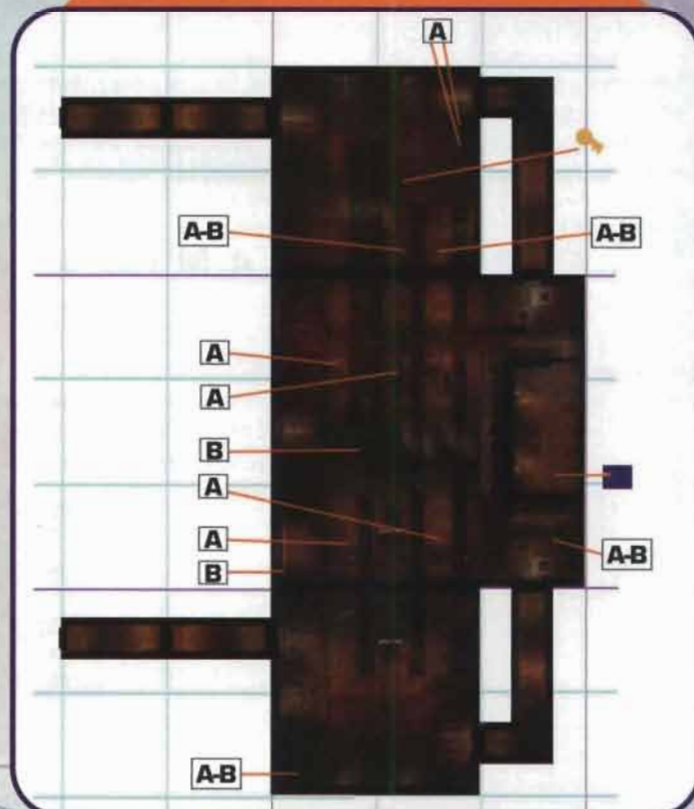
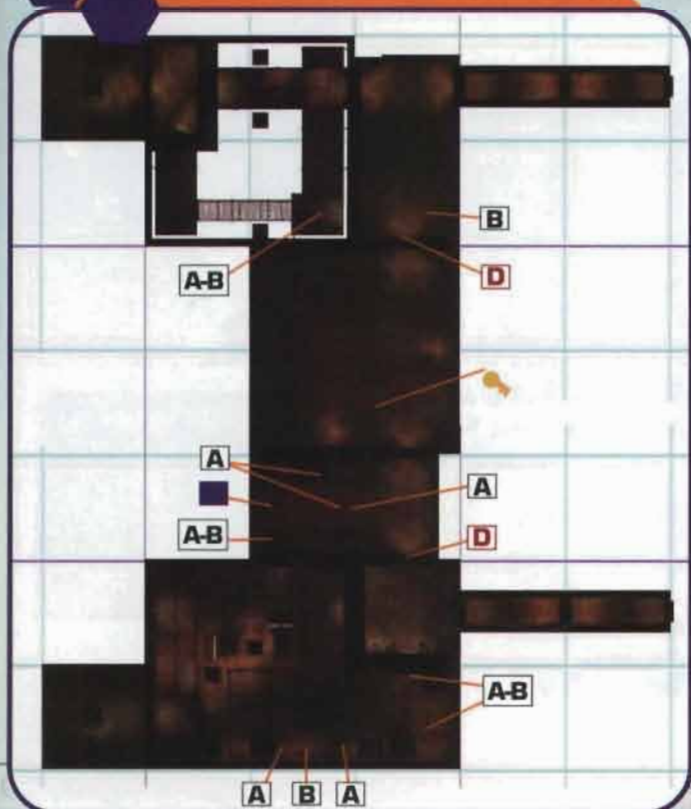
Baphomet's most annoying attack is Silence, which casts the Lock condition on the party. Locked characters can't attack, so use Multimed to cure this affliction. The only other cure is the **Unlock** item, which can be stolen from Baphomet.



After defeating the Ebonfires, the lonely Baphomet loses its regeneration ability and starts casting Flare instead of Fireblast. Clearly the safest strategy is to eliminate the weaker Ebonfires first, but this comes at a price: A weakened Baphomet will relinquish only 300 XP instead of the usual 1,000 XP.

Unless you've already purchased it at a Colony shop, this is the first opportunity to get the **Fireblast** skill, so don't let the Baphomet get away!

INDUSTONE 2F



CAPEK

L	HP	XP
31	580	230

FIRE	ICE	ELEC
100%	200%	Heal

DROP
Weapon: AutoRifle +4 (1:4)
Shield: Solid Loop (1:4)

STEAL

Battery Pack (1:4)

WONDER BOX

L	HP	XP
7	1000	7

FIRE	ICE	ELEC
100%	100%	200%

DROP
Special

STEAL

—

BANDIT

L	HP	XP
29	380	180

FIRE	ICE	ELEC
100%	100%	100%

DROP
Skill: Steal (1:2)

STEAL

Boost Range (1:4)

HIGHWAYSTAR

L	HP	XP
29	450	170

FIRE	ICE	ELEC
100%	100%	100%

DROP
Zennypurse

STEAL

Skill: Side Slash (1:2)

PETROPHAGE

L	HP	XP
24	500	150

FIRE	ICE	ELEC
200%	100%	100%

DROP
Oil (1:4)

STEAL

Skill: Explosion (1:2)

FIRE GOO

L	HP	XP
33	560	280

FIRE	ICE	ELEC
Heal	150%	100%

DROP
Weapon: FireBlaster +3 (1:4)
Shield: Astra Ribbon +3

STEAL

Boost Power

GOO RUBY

L	HP	XP
17	280	80

FIRE	ICE	ELEC
Heal	200%	100%

DROP
Weapon: Ruby Maser (1:4)
Skill: Flare

STEAL

Boost Power

NEW ENEMIES IN 2F WEST

The second room in 2F West has a trio of robotic enemies guarding a Blue Chest. In actuality, the Blue Chest is a Wonder Box and the Capeks aren't holding a Treasure Key.

Whether you skip this fight or not, it's important to note that the Capek enemy is abundant here so it behooves you to learn its weaknesses. Like most electric creatures, Capeks are weak against Ice spells. Similar to the Annex enemies, they lose some of their offensive might if you steal their **Battery Pack**. Capeks have two long-range attacks (Gatling and Jolt), and can use Push to knock back those who get too close. For this reason, get Lin the Extra Turn and only move Ryu in for the killing blow.



POWER GAMING

JACKING THE WONDER BOX

Like the Jack Box, the Wonder Box seems to exist to reward players who can figure out its little game. It will self-destruct at the end of any turn in which it is hurt, and the item it leaves behind is based on how much damage it sustained. You have one turn in which to get it as close to 0 HP as possible without going over. The prizes are:

501+ HP	Heal Kit
251-500 HP	Save Token
51-250	Gold XP
11-50	Hymnal +1
6-10	Skill: Keep At It!
2-5	Soul Ring +1
1	Junk



D-RATIO CHECK: 1/1024

The Capeks and Wonder Boxes guard a room with a Blue Chest and an easy passage to the south side of this area. There are half a dozen Capeks here, idling behind a fence. It's possible to start the fight from the other side of the fence (hitting the entire group with Blow Up and Iceblast is pretty tempting), but this approach will leave Ryu out of the fracas entirely. It's better to move through the break in the gate and strike directly.

With the Capeks out of the picture, it's time to focus on the handful of Petrophage enemies to make the **Treasure Key** appear. The key is used on the Blue Chest in the alcove to the south. Open it to get **Reflect**, an expensive shield skill that serves as a Counter for magic attacks. Despite what the name implies, nothing actually gets reflected. Instead, the character just retaliates with his or her first Level 1 attack. At 20 AP, this skill is fairly weak.

From the D-Ratio room, head directly to the south part of 2F West, skipping 2F East entirely.



THE EAST WING TREASURE KEY

Stay on the ground floor after wiping out the Capeks hanging around near the entrance. Proceed carefully into the center of the room to find a bunch of Petrophages.

When alerted to the party's presence, a Petrophage will quickly charge at the party in a straight line. If you successfully dodge the creature, it will hit a wall and momentarily stun itself. When this happens, quickly shoot it. It's not always possible to eliminate Petrophages without combat, because they tend to attack out of nowhere. To steal the **Explosion** skill from a Petrophage, you must face a battle or two so don't auto-kill the entire herd.

Quickly dispose of Petrophages to avoid their Twin Strike attacks later in the fight. This self-destructing attack can inflict lethal damage to anyone nearby. The oily Petrophages are weak against Fire spells and weapons, but the flames make them ignite. When this happens, know that they'll use Explosion on their next turn. This will cause damage to the entire party, plus it will kill any other Petrophages nearby. Kill all of the Petrophages to make the **Treasure Key** appear.



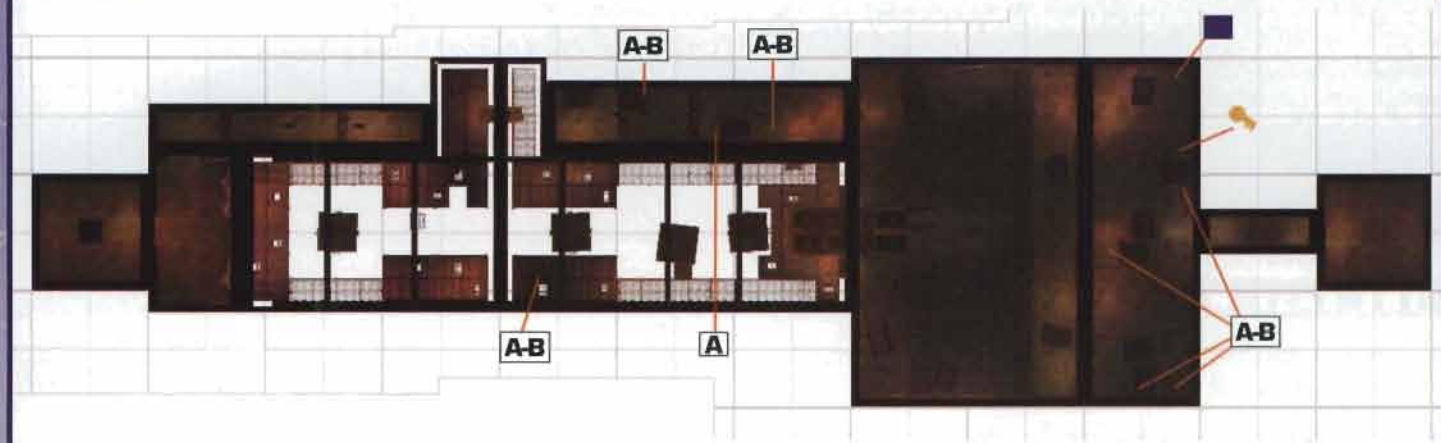
THE EAST WING TREASURE ROOM

Enter the next large chamber and locate a small control room with a Fire Goo and some Goo Rubies. Nina's usual Goo-killing tactics are effective here. The prize is Lin's Level 3 **Let's Dance!** skill. It resembles her Blow Up skill, but the area of effect of Let's Dance is a circle instead of a spread effect.

Continue south to reach a new tunnel that takes you to the lower half of the West Wing. From here, continue west to the ladder that rises to the next floor. A mixed bag of Bandits, Petrophages, and HighwayStars will attempt to prevent the party's safe passage. You won't miss much by choosing to avoid them and run for the exit.



INDUSTONE 3F AND INDUSTTWO 1F



CAPEK

L	HP	XP
31	580	230

FIRE	ICE	ELEC
100%	200%	Heal

DROP
Weapon: AutoRifle +4 (1:4)
Shield: Solid Loop (1:4)

STEAL
Battery Pack (1:4)

EBONFIRE

L	HP	XP
23	420	140

FIRE	ICE	ELEC
25%	200%	100%

DROP
Fire Bomb (1:4)
Suit: Fireproof +3 (1:4)

STEAL
Fresh Meat (1:2)

BAPHOMET

L	HP	XP
42	900	1000

FIRE	ICE	ELEC
50%	150%	100%

DROP
Skill: Fireblast

STEAL
Weapon: Pyromania +4 (1:4)
Unlock

RETURN OF BAPHOMET

The first part of IndustOne 3F is one giant Danger Room. There shouldn't be any enemies in the control room, but as soon as you open the door the party comes face-to-face with a Baphomet and seven Ebonfires. Don't let them surprise you!

Because the Baphomet will jump almost immediately after the door opens, throw a chunk of Meat at the door before you approach it. This way, you can retreat when the door opens and watch the Baphomet fly over to the food. Easy target in sight and a good reason to cut it down!



CAPEKS ON PATROL

After a vacant room with four White Boxes, you should enter a giant warehouse area. Five Capeks are guarding the back wall. The four doors lead to small pockets of treasure (the second door from the south leads to the exit).

It's easy to avoid the Capeks, as these creatures can only see as far as their red tracers. However, you must kill them all to get the **Treasure Key**. The Treasure Chest (accessed through the northernmost door) contains Nina's **Fireball** skill, yet another Level 2 magic trap.



A MACABRE SCENE IN INDUSTTWO

The first room of the next floor is littered with corpses, entirely locked down, and seemingly devoid of enemies. Head into the control room in the back and take a look at the fallen rangers. When you return to the main area, a new boss, Tantra, is waiting amongst the carnage.



BOSS: TANTRA

TANTRA

L	HP	XP				
49	1300	2000				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
78	50	60	38	50	—	
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Skill: C'moral (1:2)			300x (1:2)			



The battle with Tantra is fairly quick but messy. Tantra will likely start by putting the entire party to sleep. Therefore, equip the party with armor that prevents Sleep. The boss then uses the Forcacion skill to gain an across-the-board stat boost at another character's expense. Tantra lashes out with a Multi Attack, and recovers its HP by draining it from your party.



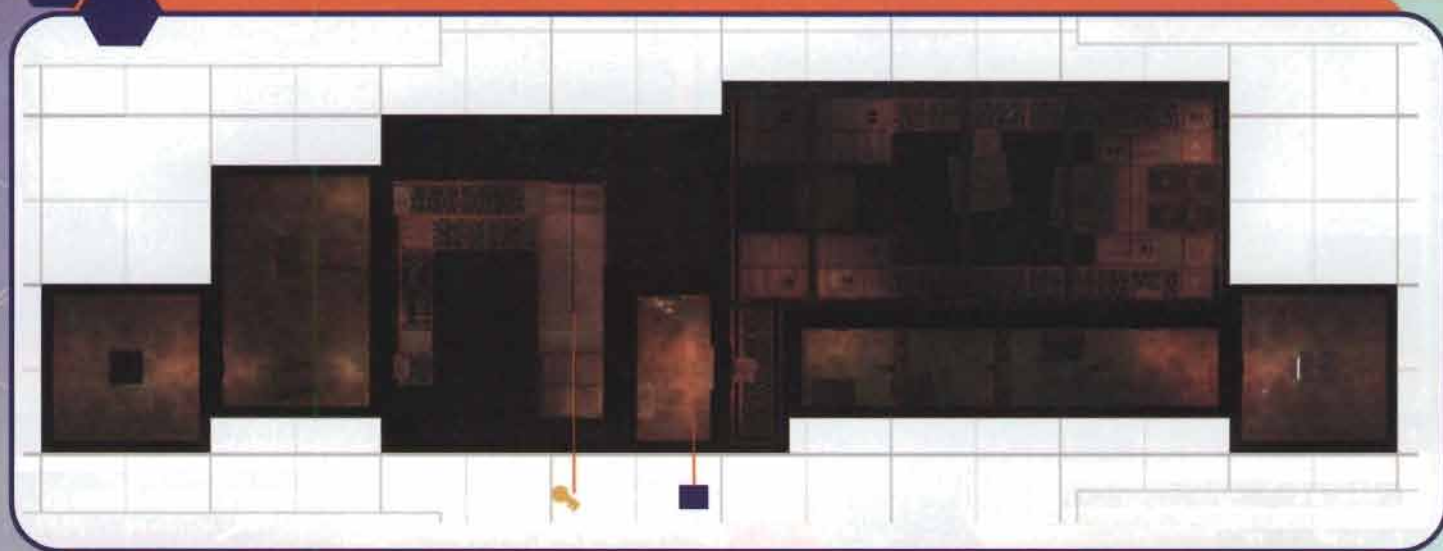
The one thing Tantra lacks is defense, so it's possible to cut him down in just a few turns—if everyone remains awake and alive. This beast has no particular magical weakness, so have Nina make a chain with all of her attack spells to receive combo bonuses.

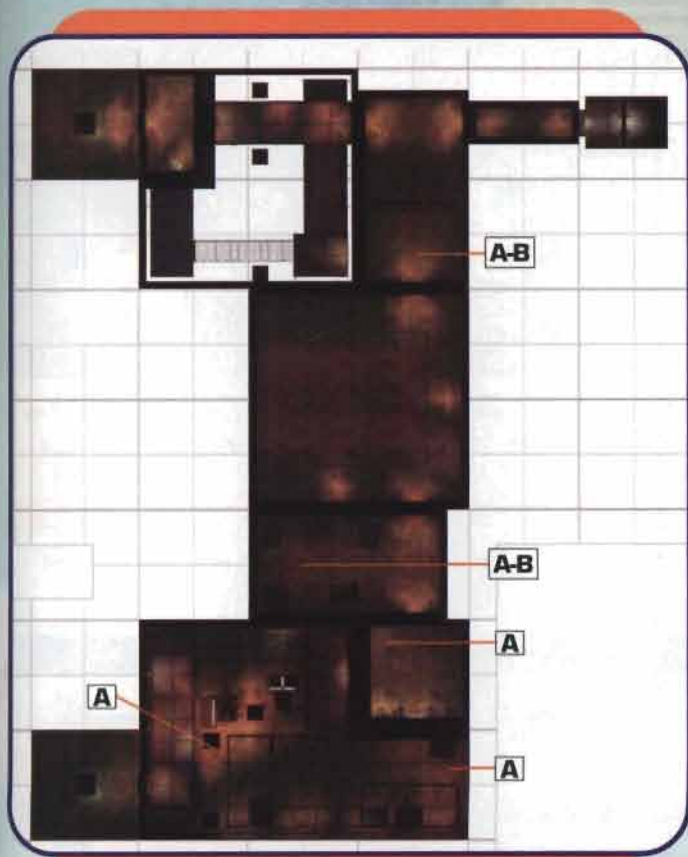
Anyone with a Steal-threaded shield should try to snatch **C'Mere**, the useful Lin skill that is built into the Cleaner. After doing so, switch back to shields that have either Feint or Valor.

If the fight isn't progressing fast enough, put on anti-sleep or anti-confusion armors. Both of these effects are nasty when they hit two or three members of your party. Confusion is the worst of the bunch, so beware of it.



INDUSTTWO 2F AND 3F





PICK A DOOR, ANY DOOR

Tantra leaves behind the **IndZone2 ID**. Use it to unlock the doors to the north and south. Each door leads to a separate part of 2F with a mini-boss, a Blue Chest, and a ladder to 3F. The route you take is yours to make, but the southern route is definitely easier.

POWER GAMING

THREE VERSIONS OF TANTRA

If you want the **Crimson Raid** skill, one of Ryu's best Level 2 attacks, then take *both* routes. Each mini-boss you defeat powers up the boss that awaits in 3F, thus changing the items the boss will be holding. To get a chance at stealing **Crimson Raid** instead of the weaker **Brainquake** or **Blunt** skills, eliminate both mini-bosses before entering 3F. The boss will be a lot tougher, but it's worth it!

If you want all three skills, drop a Save Token back at the Telecorder in Storage, fight each form, learn the skill, give up, and do it again.

THE NORTH ROUTE

Proceed carefully as you enter the second room of this floor. Deegon will charge forth at the party from the darkness, and you can't afford for him to get the Extra Turn. Doing so would give him two consecutive turns while your party is tightly packed and vulnerable.

BOSS: DEEGON

DEEGON

L	HP	XP				
55	1600	1200				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
120	65	200	60	70	—	—
FIRE	ICE	ELEC	DROP			
50%	150%	100%	—			
STEAL			STEAL			
Afro (1:4)			—			



Deegon possesses great reach with his long arms, so spread out the party. He is weak to Ice attacks, and since you're fighting him on a thin bridge, Fragball works quite well. Use Lin to knock him back or pull him forward into the ice traps, and have Ryu hammer him with his strongest attacks. Make sure to heal all status conditions immediately.

The only item you can steal is an **Afro** (!?), which can be sold for 2,000z (!!). If you're not desperate for money, thread defensive skills like **Feint**, **Valor**, and **Phys.Def** into the party's shields instead of **Steal**.

When the **Treasure Key** materializes, open a nearby chest to get Lin's **Too Slow!!** skill.

THE SOUTH ROUTE

Like Deegon, Geegagis is waiting in the second room of IndustTwo's second floor. Unlike Deegon, getting the Extra Turn against a lumbering hulk like Geegagis isn't particularly difficult. Geegagis may have tough defensive skills, but he's easier to defeat.



BOSS: GEEGAGIS

GEEGAGIS

L	HP	XP				
55	1300	1200				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
110	100	300	30	15	—	—
FIRE	ICE	ELE	DROP			
25%	150%	75%	—			
STEAL			STEAL			
Boost Power (1:2)			Boost Armor (1:2)			



It isn't easy to pierce Geegagis' armor plating, so focus on Ice spells and small combos that build up to attacks that ignore defense (like Fang). Geegagis isn't strong on offense, but he will use the Take That! skill after getting hit 10 times. The closer the party is to Geegagis when this occurs, the more damage it inflicts. Fortunately, Lin and Nina have long-range attacks that should keep them fairly safe. When Geegagis starts gathering his fury, move Ryu away and store AP for a turn.

The Treasure Chest in the south wing contains Ryu's **Spiritcharge**, a Level 2 skill that powers up the Level 3 skill that follows it (kind of like Lin's There! skill). It's barely better than a good Level 2 attack like Skullsplit or Fang, though.

REMATCH AT INDUSTTWO 3F

There's a room full of White and Yellow Boxes outside of Tantra's room. Raid the chests on the other side after the boss fight.

BOSS: TANTRA

TANTRA - DEEGON VERSION

L	HP	XP				
58	2000	2800				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
85	52	80	43	70	—	—
FIRE	ICE	ELE	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Skill: Brainquake (1:4)			7th Sense (1:2)			



TANTRA - GEEGAGIS VERSION

L	HP	XP				
60	1600	3000				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
90	90	300	20	35	—	—
FIRE	ICE	ELE	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Skill: Blunt (1:4)			7th Sense (1:2)			



Tantra has all of his old abilities, plus the attributes and abilities of whichever friend(s) he absorbed. If he absorbed Deegon, he has Counter (hooked up to his own Drain) and Pre-Primus, as well as some nasty physical combos. If he absorbed Geegagis, he has the same incredible defense, and the Take That! ability. If he absorbed both, he has both sets of abilities, although his defense is lower than if he had just absorbed Geegagis.



TANTRA - DEEGON & GEEGAGIS VERSION

L	HP	XP				
66	2400	3600				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
95	70	200	60	80	—	—
FIRE	ICE	ELE	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Skill: Crimson Raid (1:2)			7th Sense (1:2)			



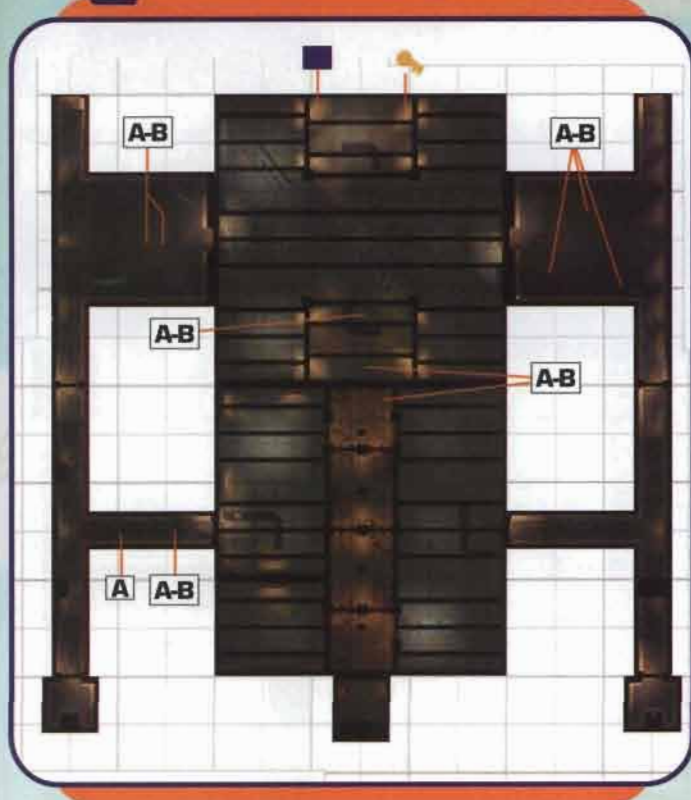
Tantra's Drain counterattack is particularly effective. Since Drain depletes a percentage of a character's HP, always heal after attacking and not before. End all of Lin's combos with the Outta My Way ability to knock him out of Drain range and prevent some damage if he does Take That! during your turn.

After stealing his special skill, dump the party's Steal shields for shields with Phys.Def or Univ.Def. Keep the party's HP in the mid 100 range. This prevents them from getting killed by Hundredgears, but it's also small enough that Pre-Primus won't get much off his Drain attacks. If he absorbed Geegagis, heal up when he begins "gathering his fury" in preparation for a Take That! attack.

If you run out of healing items, switch to Dragon Form and end the fight as quickly as possible.



CHAPTER SEVEN

MIDSECTOR MALL AND
OLD TRADESECTOR A

ZOMBIE

L	HP	XP
30	1100	13

FIRE	ICE	ELEC
200%	50%	100%

DROP	STEAL
—	Rotten Meat (1:2)

BREAKHEART

L	HP	XP
30	200	250

FIRE	ICE	ELEC
25%	100%	25%

DROP	STEAL
Ghost Stone (1:8) AP Up (1:2)	Sleepyshroom

PETROPHAGE

L	HP	XP
24	500	150

FIRE	ICE	ELEC
200%	100%	100%

DROP	STEAL
Oil (1:4)	Skill: Explosion (1:2)

BANDIT

L	HP	XP
29	380	180

FIRE	ICE	ELEC
100%	100%	100%

DROP	STEAL
Skill: Steal (1:2)	Boost Range (1:4)

WORM-MAN

L	HP	XP
42	800	500

FIRE	ICE	ELEC
100%	100%	100%

DROP	STEAL
Suit: Virusproof +4 Suit: Virus Check +4	Vaccine (1:2)

MIDSECTOR MALL

Toss the kids in the minivan and break out the charge cards, 'cause we're going to the mall! Yes, the MidSector Mall has food, folks, and fun aplenty, as well as the post-Tantra Telecorder you've been waiting for.

The Hot Dog Vendor is closed, but there's plenty of good shopping at Arma's Weapons MidSector. The exact shop list is random, as usual, but if you're lucky, you'll be able to pick up such treats as a Magic Wand for Nina and a SniperScope for Lin.





Don't miss the Appraiser hiding in a distant corner; you'll want to use her lockers to clear up some inventory slots before the next area.

UNDEAD AND BROKENHEARTED

A cadre of Zombies will be waiting for you when you enter TradeSector 1. Zombies may top the most-annoying enemy list in *Dragon Quarter*, since they return to life immediately after being killed. To eliminate them permanently, you must find their disembodied soul, in the form of the floating green Breakheart enemies.



The Breakhearts don't always hang around near their Zombie bodies, so you may need to track them down. Use meat to avoid needless Zombie battles as you search for them.

TIP

If you've set up a Nina shop in The Colony, check in and see if they're selling the **Holy Heart** yet. It costs 20,000z, but it's well worth buying; its built-in Kyrie skill kills all Undead instantly.



Breakhearts are very difficult to hit, both on the field and in combat. Ryu's Third Eye skill, followed by a strong Level 3 attack, will come in quite handy. Another option is to freeze them with Nina's Ice spells, dropping their evasion considerably.



POWER GAMING

With a save point just recently passed, this is an extremely evil place for some power XP farming. For one thing, the XP for Worm-Men and Breakhearts in this region isn't bad at all, but that is only the beginning.

The rewards for these fights are also quite sweet. A number of Breakhearts will drop AP Ups for you. These are the best items in the game for increasing a character's overall effectiveness. If you use your item locker to save them, it is possible to give up and retry this area several times. Do this to grab 30 or 40 AP Ups and you won't have a care left in the world!

You can even make a fair bit of money during your foray into the wild world of power gaming. Breakhearts also provide you with Ghost Stones to sell for a fair sum, and there are Kanaphages just a level down into the sector.

Essentially, this is a killer spot for bringing your party up to speed (or for making them just plain uber).

A DIFFICULT TREASURE CHEST

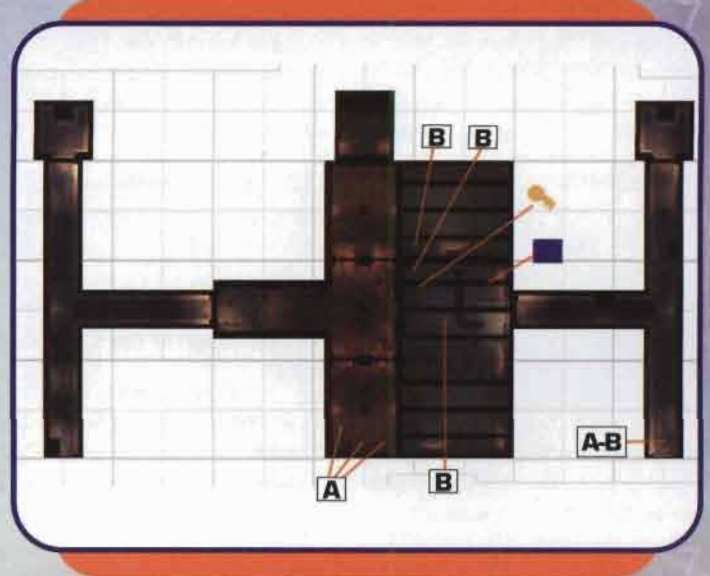
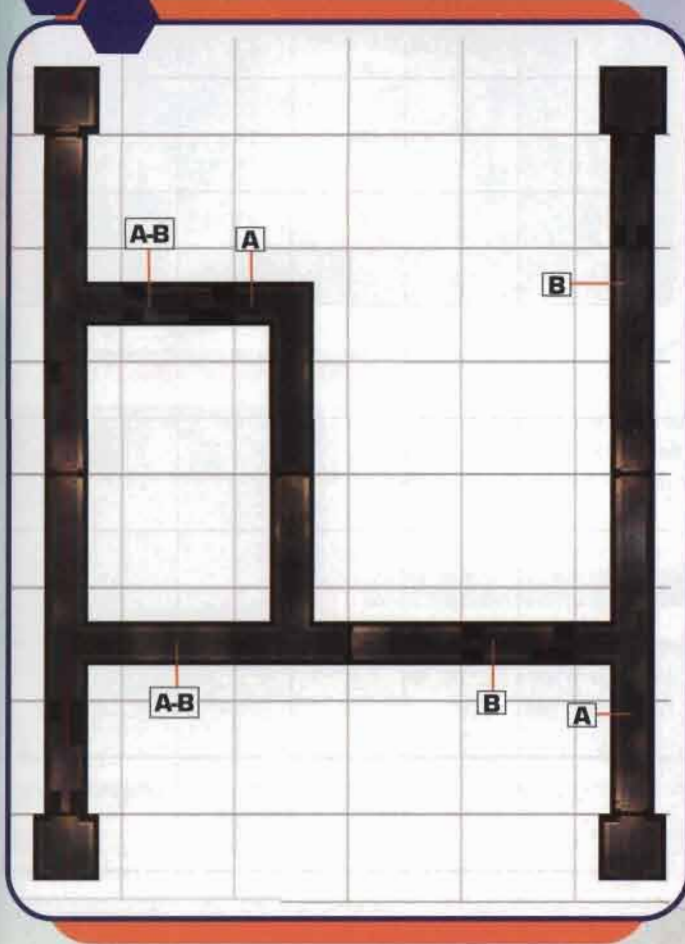
Hunt down all 10 Breakhearts on this floor to get the **Treasure Key**. Along the way you'll encounter another new enemy, the Worm-Man. This reptilian freak has almost no mobility, but his attack range is surprisingly long and wide. If you can get a shelf or wall between you and him, kill him safely with Nina's magic. If you have a SniperScope, Lin can kill him from far away, too. Meanwhile, Ryu can catch up on his reading.



You'll find the Blue Chest in the north alcove in the north room. In some variations, Petrophages will ambush you from behind the desk, so tread carefully. The chest contains a **Backpack**. Seems as though the treasure was worth it after all!



OLD TRADESECTOR IN AND B



TRILIZARD

L	HP	XP
41	1200	620

FIRE	ICE	ELE
Varies	Varies	Varies

DROP

Shield: Silver Arc (1:4)
Shield: TriCharger (1:4)

STEAL

Varies by elemental type

ZOMBIE

L	HP	XP
30	1100	13

FIRE	ICE	ELE
200%	50%	100%

DROP

—

STEAL

Rotten Meat (1:2)

BREAKHEART

L	HP	XP
30	200	250

FIRE	ICE	ELE
25%	100%	25%

DROP

Ghost Stone (1:8)
AP Up (1:2)

STEAL

Sleepyshroom

PETROPHAGE

L	HP	XP
24	500	150

FIRE	ICE	ELE
200%	100%	100%

DROP

Oil (1:4)

STEAL

Skill: Explosion (1:2)



RUSTPHAGE

L	HP	XP
12	190	30
FIRE	ICE	ELEC
100%	100%	100%

DROP

Louse (1:4)
Shield: Solid Ring (1:4)

STEAL

Bomb (1:2)
Lurid Stone (1:2)

KANAPHAGE

L	HP	XP
7	120	100
FIRE	ICE	ELEC
100%	100%	100%

DROP

10,000z

STEAL

—

WORM-MAN

L	HP	XP
42	800	500
FIRE	ICE	ELEC
100%	100%	100%

DROP

Suit: Virusproof +4
Suit: Virus Check +4

STEAL

Vaccine (1:2)

TRADESECTOR IN

TradeSector In is a level that runs beneath TradeSector A and B and consists of nothing more than a series of thin hallways. The battles aren't tough, but the tight quarters will make the enemies difficult to avoid.

In addition to the usual Zombies, Breakhearts, and Petrophages, the hallways are populated with a new enemy, the Trilizard. This beast changes its magical type every turn, cycling from Fire to Ice to Electric (its initial magic when the battle begins is random). Make sure Nina has a weapon like Magic Wand that can hold skills of all three types, so she can figure out what's effective with Level 1 attacks, and then hammer it with more powerful stuff.



The tunnels also mark the return of Kanaphages, the enemies that will give you 10,000z if you can kill them in one hit. That task will be a lot easier if you picked up Ryu's Spiritcharge skill in IndustTwo. Cast that first, then use Deathbringer for what will likely be a one-hit kill.

There are three ladders in TradeSector In. The southeast ladder leads to a small chunk of TradeSector A with a Yellow Box. The northeast ladder leads to the Treasure Key and Blue Chest, while the northwest ladder leads to Trinity Pit. If you want to get the Blue Chest, it's safer to go toward Trinity Pit and kill all the Breakhearts there first. That way, there won't be any zombies guarding the Blue Chest in TradeSector B.

TRADESECTOR B BLUE CHEST



The room with the Blue Chest is accessible from TradeSector In's northeast ladder. To get the **Treasure Key**, you need to kill the three Worm-Men in the southern part of the room. You don't need to battle the Zombies in the northern area; the alcove they guard is empty.

Have Lin shoot through a shelf to start the fight with the Worm-Men. If you position her carefully to the side, she'll be able to hit the group with skills like **Let's Dance!** while Nina can simply cast right through the shelves. If Ryu's up for it, send him in as an obstacle to prevent the Worm-Men from getting at the protected characters.

The Blue Chest contains Ryu's Level 3 **Circle Stage** skill, the same skill the Worm-Men probably just used against you. It's not terribly powerful, but it's useful when you're surrounded by weak enemies.



TRINITY PIT



RYU MEETS MEBETH

After the party arrives at the Trinity Pit, Nina and Lin leave Ryu to explore alone. He's free to visit the item shop and Appraiser, use a Telecorder, and talk to Trinity members. However, the plot will not progress any further until you talk to Mebeth, the Trinity leader, who is waiting in his office in the northern part of the central area.



After that, you have a choice. One option is to go west to the barracks, where a Trinity member will offer to let you sleep. This will lead to the game's next event, "Protect Nina" (and no, it won't refill your health). Before you bunk in for the night, you have a rare opportunity to take a side quest. Talk to Lin in Nina's

room, and she'll suggest you get Nina some medicine in Old TradeSector 2, a three-level dungeon you can reach by leaving Trinity Pit through the now open northwest exit. This quest is entirely optional and has no bearing on the rest of the game (but you can pick up two skills on the way, one of which is quite useful).

SIDE QUEST: NINA'S MEDICINE

ZOMBIE

L	HP	XP
30	1100	13
FIRE	ICE	ELEC
200%	50%	100%
DROP		
—		



STEAL

Rotten Meat (1:2)

BREAKHEART

L	HP	XP
30	200	250
FIRE	ICE	ELEC
25%	100%	25%
DROP		
Ghost Stone (1:8) AP Up (1:2)		



STEAL

Sleepyshroom

PETROPHAGE

L	HP	XP
24	500	150
FIRE	ICE	ELEC
200%	100%	100%
DROP		
Oil (1:4)		



STEAL

Skill: Explosion (1:2)

WORM-MAN

L	HP	XP
42	800	500
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Suit: Virusproof +4 Suit: Virus Check +4		



STEAL

Vaccine (1:2)

WONDERBOX

L	HP	XP
7	1000	7
FIRE	ICE	ELEC
100%	100%	200%
DROP		
Special		



STEAL

—

GARPIKE

L	HP	XP
20	480	115
FIRE	ICE	ELEC
50%	Heal	150%
DROP		
Suit: Iceproof +2 (1:4) 100z		



STEAL

Skill: Thrust (1:2)



GARSHIPER

L	HP	XP
22	460	120
FIRE	ICE	ELEC
50%	Heal	150%

DROP

Suit: Ice Seal +2 (1:4)
120x

STEAL

Skill: Blow Up! (1:2)



AGGROSSA

L	HP	XP
16	260	75
FIRE	ICE	ELEC
50%	Heal	150%

DROP

Suit: Chaos Check +3 (1:8)
HP Up (1:2)

STEAL

Bug Oil (1:4)
Wake Up



GIGANTIS

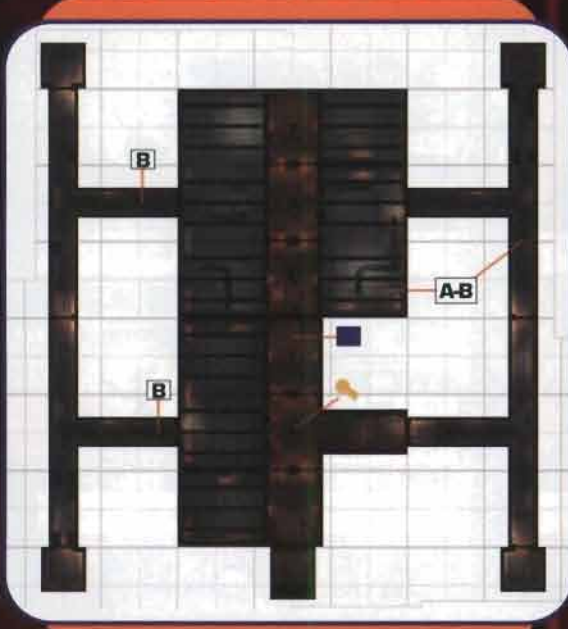
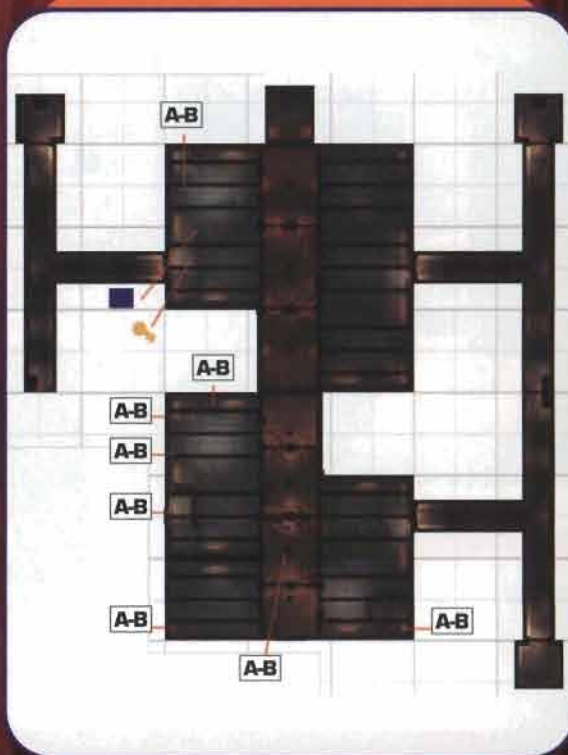
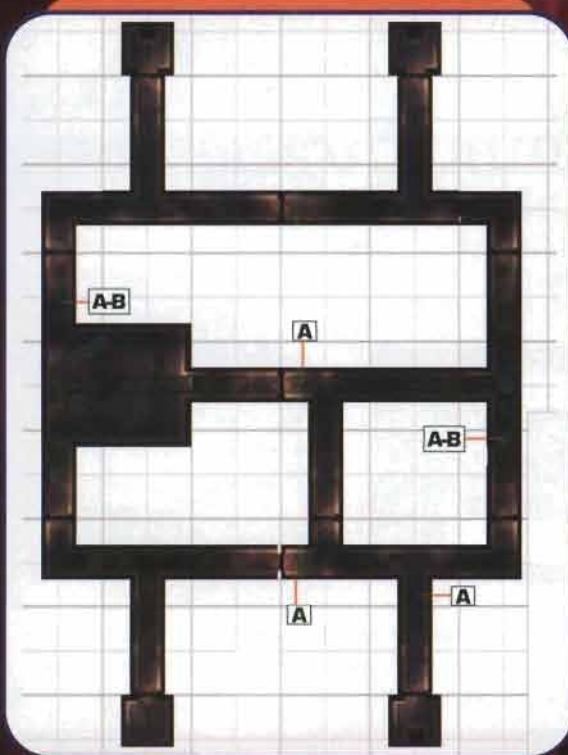
L	HP	XP
38	820	475
FIRE	ICE	ELEC
100%	100%	100%

DROP

Shield: Talisman +2 (1:4)
Shield: Hymnal +2 (1:4)

STEAL

Skill: Ogre Slice



Old TradeSector 2

This floor is huge, but fairly uneventful. A few old friends are lurking in the hallways and small rooms: Gars and Aggrossas have come to visit from the Ice Cave. There's also a Gigantis running about (a.k.a. Cyclops, the game's first boss).

Without Nina, you must rely on physical attacks. If Lin has a ThunderRifle lying around, she should switch to that against the Gars. If not, no big deal—they're not so tough anymore.

There are three ladders down from this floor. The northeast ladder leads to your ultimate goal, Nina's medicine. The northwest ladder leads to the TradeSector C Treasure Room, and the southeast ladder leads to the TradeSector D Treasure Room.

TradeSector C Treasure Room

From the northwest ladder, cross through the tunnels on the west side of TradeSector D, and into a small chunk of TradeSector C. Here you must battle four Worm-Men in what is probably the hardest fight in this dungeon. Make sure you're healed up to max and have Valor, Feint, or Univ.Def on your shields before Lin starts the combat from as far away as possible. The Treasure Chest contains **Enfeeble**, a Level 1 Nina Skill.



It always helps to have Lin start the fights when Worm-Men are involved. These creatures have the hit points to take some real punishment, but penetrating weapons (such as Lin's guns) are more damaging than usual against these fleshy monsters. If you group the Worm-Men with meat, a long range burst of AoE attacks from Lin will do great things in the Extra Turn. If you are using her Sniper Scope, another turn or two might go well too before the Worm-Men get into their substantial range. By then, Ryu should be ready to charge in and still have APs to spare.



TradeSector D Treasure Room

From the southwest ladder in Old TradeSector 2, head north along the east wall of TradeSector C. Two rooms to your left will beckon, but both are full of enemies and have little to offer. Instead, continue straight to the ladder to TradeSector D. Grab a Yellow Box at the end of a hallway to the north, then go back down and hang a right into the Blue Chest room where you'll have to battle two Gigantis enemies. Hit them from afar so Lin can have two turns to pick away at them with **Blow Up!** while Ryu builds up his AP. By the time they reach you, he should be able to take one down in a turn or two. The other will soon follow, giving up a **Treasure Key** that leads to Ryu's Level 2 skill **Discharge**.



This skill deals damage equal to the amount of damage Ryu has taken in the fight (or since his last Discharge), making it a very strong attack against bosses. From that room you can go south to the central plaza of TradeSector C where you can pick up a few more White and Yellow Boxes.

Nina's Medicine

The northeast ladder leads directly to the room in the northeast corner of TradeSector D. This is a Danger Room, and you must kill all eight Pikes to unlock the doors and start the medicine event. Fortunately, the Gars are pretty easy to separate, so you should be able to take them with ease, two or three at a time. When all have fallen, you'll find the medicine as well as a handful of Yellow Boxes.



PROTECT NINA

After you accept the Trinity member's offer to rest in the barracks, Lin will come in to join you. When you return to visit Nina, you'll find her under attack from a pair of Trinity members. Defeat the bosses while keeping her safe!



BOSS TRINITY

▶ TRINITY!?

L	HP	XP			
33	800	600			
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DE
125	76	60	34	50	—
FIRE	ICE	ELEC	DROP		
100%	100%	100%	—		
STEAL			STEAL		
Suit: Heavy Suit +3 (1:8)			600x (1:8)		



▶ TRINITY??

L	HP	XP			
35	700	640			
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DE
115	68	200	47	50	—
FIRE	ICE	ELEC	DROP		
100%	100%	100%	—		
STEAL			STEAL		
Weapon: Magic Wand +4 (1:16)			650x (1:8)		



▶ TRINITY!!

L	HP	XP			
37	800	750			
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DE
95	72	120	60	60	—
FIRE	ICE	ELEC	DROP		
100%	100%	100%	—		
STEAL			STEAL		
Weapon: Ruby Maser +3 (1:8)			Leg Warmer		



▶ ZEBUL

L	HP	XP			
38	900	850			
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DE
115	74	240	38	50	—
FIRE	ICE	ELEC	DROP		
100%	100%	100%	—		
STEAL			STEAL		
Suit: Slave Clothes +6 (1:8)			1000x (1:8)		



First, use an Unlock or Multimed on Nina to cure her Lock status. Have her run to the corner and start laying Fraggballs and Fireballs in the path of her attackers. This should keep the enemies at bay until Ryu and Lin can arrive to help. If you don't have those skills threaded, Nina should make a dash for the open ground (toward Ryu). If you have her equipped with a light suit of armor, Nina can get her movement range up to a wonderful level, so you might be able to break free of the bed's constrained area in a single turn. (This makes the Trinity fighters a lot tougher in the rounds to come.)

Beware! If Nina goes down during this fight, it will mean the game is over for your party. This shouldn't be too much of a problem if you have enough healing items.



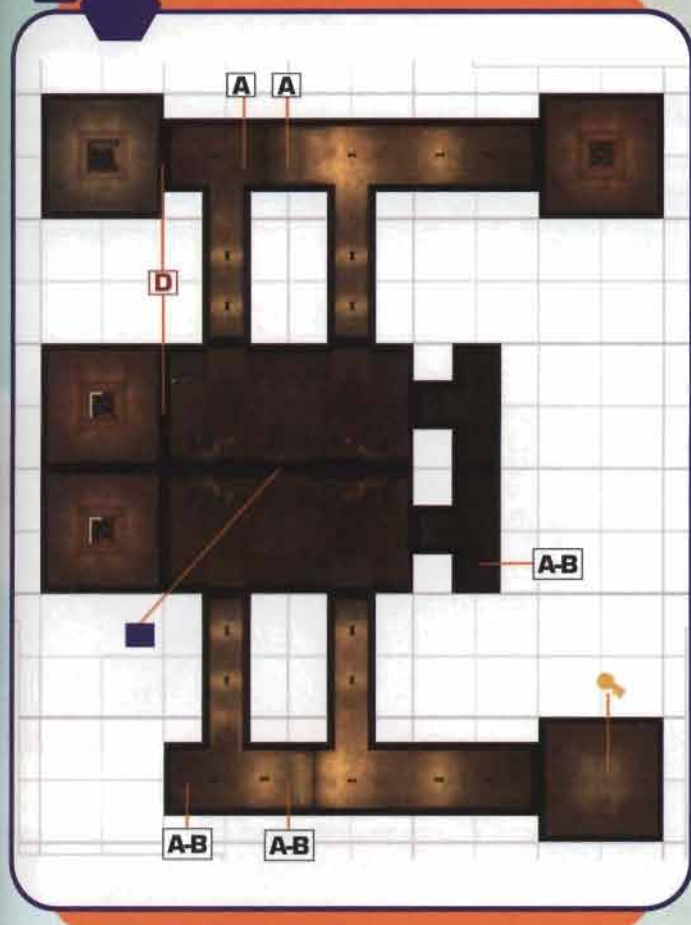
After the first two Trinity members fall, two more come rushing in. Have Nina stay at the back of her room and under as much cover as possible while Ryu and Lin make it over to the door. Stay behind the thick parts of the wall instead of looking out of the windows; the man from the main door can cast through windows without a problem.

Both of the Trinity members will finish their approach and start to take easy shots against your party. By then you will have enough AP to return in kind, but with steel and lead. Have Nina come in as the fight is dying down just to lend a hand.



CHAPTER EIGHT

LIFELINE LOWSECTOR



GIGANTIS

L	HP	XP
38	820	475
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Shield: Talisman +2 (1:4) Shield: Hymnal +2 (1:4)		



STEAL

Skill: Ogre Slice



TRILIZARD

L	HP	XP
41	1200	620
FIRE	ICE	ELEC
Varies	Varies	Varies
DROP		
Shield: Silver Arc (1:4) Shield: TriCharger (1:4)		



STEAL

Varies by elemental type



DEVOQUE

L	HP	XP
35	600	240
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Protein (1:4) HP Up		



STEAL

Stuffed Toy (1:2)



BANDIT

L	HP	XP
29	380	180
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Skill: Steal (1:2)		



STEAL

Boost Range (1:4)



SHADOWPLAYER

L	HP	XP
40	800	530
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Weapon: Strong Sword +5 (1:4) Suit: Superlight +7 (1:4)		



STEAL

Skill: Hazcut (1:2)
Afro (1:4)

BATTLES IN LOW SECTOR

The amounts and placements are randomly determined, but expect to face Gigantis, Trilizard, and DeVogue enemies as you wander the halls of this area. Those are tough fights, especially with Gigantis, a foe who is basically identical to the Cyclops boss you fought early in your quest. Only Trilizards have elemental weaknesses to exploit, so Nina should aim for getting the most targets and working her way up through a large spell list for combo bonuses. High power attacks that hit in a spread or circle pattern, like **Violet Death**, **Circle Stage**, **Blow Up!**, and **Let's Dance!** are a must for Ryu and Lin.



THIEVES AND ASSASSINS

The Blue Chest on this floor is usually guarded by a large gang of Bandits, led by a new Shadowplayer enemy. Shadowplayers have strong defense, but aren't so deadly; they prefer to use their turns to order the Bandits around.

Clear out the Bandits with mass-kill tactics (or Explosives on the field), and then hold off against the Shadowplayer until you can steal **Hazecut**, a strong Level 2 Ryu skill. Hazecut is so accurate that you'll never need to use Third Eye again. The **Superlight +7** suit he drops is also a great find, if you're lucky enough to score one.



THE TREASURE KEY

The **Treasure Key** is in a small room in the southeast corner of this floor. To get it, you must kill the Gigantis and four DeVogues crammed into the small room. Toss some Traps when you enter the door (they're not terribly observant), and then make sure you get the Extra Turn. This fight can be tough, so shields with Valor or Phys.Def are a good idea. The room is so small that your circle and spread techniques are likely to hit everyone.

The Treasure Chest contains **That's It!**, a skill that combos with skills the way There! does. Use it immediately to power up crucial skills like Blow Up! and Let's Dance!

D-RATIO CHECK: 1/4096

One of these D-Ratio doors gets you into the otherwise inaccessible north half of Lifeline MidSector—and clearly this isn't the one. The elevator is smashed, and all you get for your troubles is a Yellow Box and four, count 'em, four Trilizards. This is a punishing battle that is best avoided.



D-RATIO CHECK: 1/512

As you probably guessed, this is the D-Ratio door that actually *does* take you to the north half of Lifeline MidSector. Take the elevator down, then fight your way through packs of Bandits (led by Shadowplayers), and a seemingly endless parade of Trilizards.

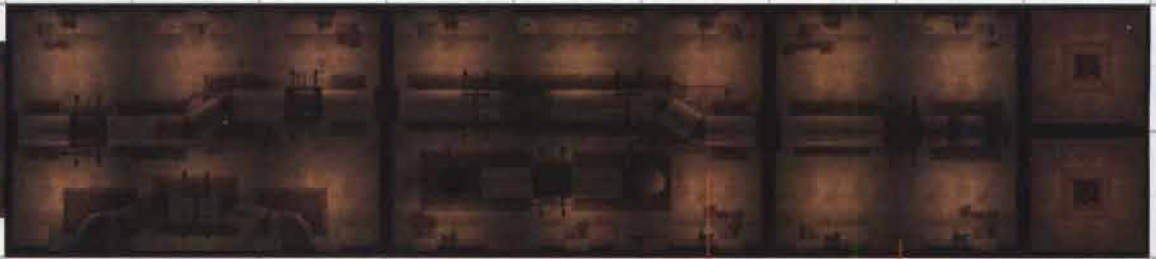


When you see a door to your right in MidSector West, take it, but be prepared for a double Gigantis ambush at the fork. Grab the chests to the right, and then head to the left where you'll find a suspiciously empty room... until you spot the Goo Crystal. This nasty Goo has an Expand attack that can pound you flat if you stay too close, so spread out a bit! Killing him will be mostly Nina's job, since he's very strong against physical attacks.

Grab the **Treasure Key** when he dies, then continue west. Pass the first door on your left (unless you want to fight *more* Trilizards) and take the second left instead. You'll find a Blue Chest with Nina's bizarre **Slapper +3** weapon. This allows Nina to use a physical attack called **Chop** in combat.

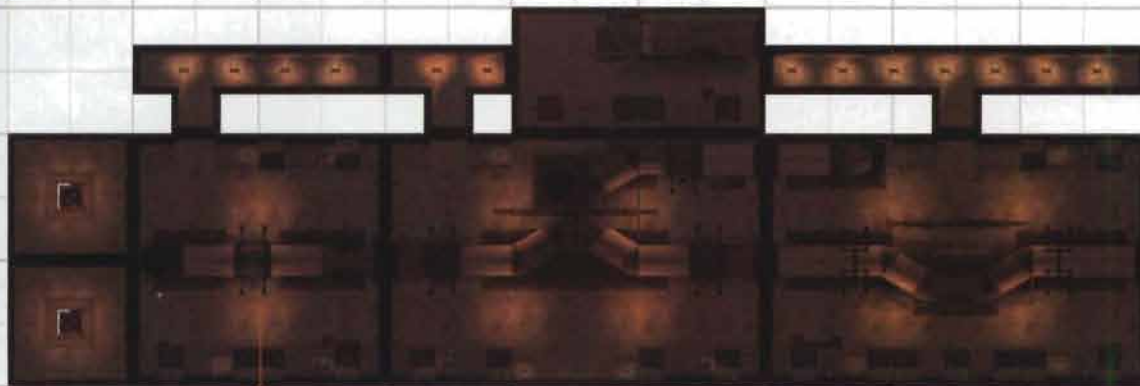


LIFELINE MIDSECTOR



A-B

A-B



A-B



▶

HYCHEE

L

HP

XP

11

10

3

FIRE

ICE

ELEC

100%

100%

100%

DROP

Heal Kit

STEAL

Wake Up

▶

ODD HYCHEE

L

HP

XP

13

300

30

FIRE

ICE

ELEC

100%

100%

100%

DROP

Mega Aid Kit

STEAL

—

▶

TRILIZARD

L

HP

XP

41

1200

620

FIRE

ICE

ELEC

Varies

Varies

Varies

DROP

Shield: Silver Arc (1:4)
Shield: TriCharger (1:4)

STEAL

Varies by elemental type



DEVOGUE

L	HP	XP
35	600	240
FIRE	ICE	ELEC
100%	100%	100%

DROP

Protein (1:4)
HP Up

STEAL

Stuffed Toy (1:2)

WONDER BOX

L	HP	XP
7	1000	7
FIRE	ICE	ELEC
100%	100%	200%

DROP

Special

STEAL

—

GOO PRISM

L	HP	XP
20	200	250
FIRE	ICE	ELEC
100%	100%	100%

DROP

Weapon or Armor (special)

STEAL

—

GIGANTIS

L	HP	XP
38	820	475
FIRE	ICE	ELEC
100%	100%	100%

DROP

Shield: Talisman +2 (1:4)
Shield: Hymnal +2 (1:4)

STEAL

Skill: Ogre Slice

LIFELINE MIDSECTOR EAST

In the second room of this area, you can get around the large pipe to your right at the far side of the room. When you turn the corner you'll find a welcome sight: Three Hychee and an Odd Hychee.

The band of foes at the end of the next room won't be so welcome: Three Trilizards and a DeVogue, usually hanging too close together to be separated. Toss some Traps to soften them up, they take out the Trilizards as quickly as possible. Three Trilizards attacking in concert will usually result in the death of a character.



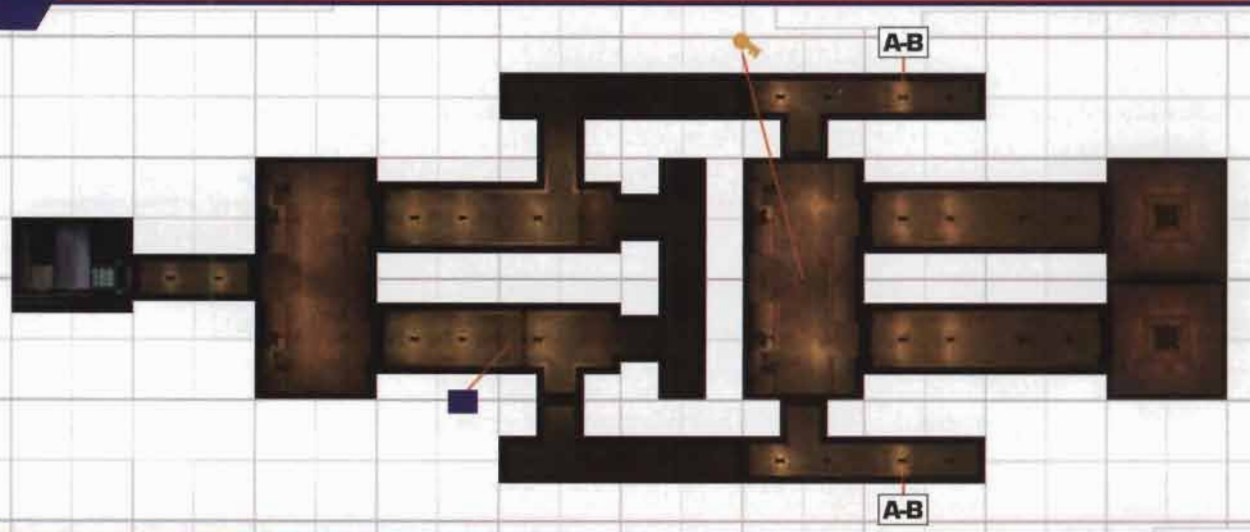
LIFELINE MIDSECTOR WEST

You'll enter the first room of this floor with a spring in your step and a song in your heart, as it seems free of enemies and contains a Blue Chest. Unfortunately, you're doubly wrong, because the chest is a Wonder Box and the path to it is guarded by a trio of nigh-invisible Goo Prisms. However, both foes are easy to kill and give up nice items (although they're not so impressive by current standards).

The trio of Gigantis enemies in the next room are significantly less delightful. At least they're all standing shoulder to shoulder, setting up the possibility of some Trap shenanigans. They won't eat mushrooms or meat, but Explosives will hurt them and Rotten Meat will scatter them, allowing you to take them one at a time.



LIFELINE TOPSECTOR



GIGANTIS

L	HP	XP
38	820	475

FIRE	ICE	ELEC
100%	100%	100%

DROP
Shield: Talisman +2 (1:4)
Shield: Hymnal +2 (1:4)

STEAL
Skill: Ogre Slice

CEREBUS

L	HP	XP
60	600	500

FIRE	ICE	ELEC
Heal	150%	100%

DROP
Weapon: Pyromania +6 (1:4)
7th Sense

STEAL
Boost Power (1:2)
Boost Armor (1:2)

BANDIT

L	HP	XP
29	380	180

FIRE	ICE	ELEC
100%	100%	100%

DROP
Skill: Steal (1:2)

STEAL
Boost Range (1:4)

SHADOWPLAYER

L	HP	XP
40	800	530

FIRE	ICE	ELEC
100%	100%	100%

DROP
Weapon: Strong Sword +5 (1:4)
Suit: Super Light +7 (1:4)

STEAL
Skill: Hazcut (1:2)
Afro (1:4)

BON APPETIT

L	HP	XP
21	40	42

FIRE	ICE	ELEC
200%	200%	200%

DROP
Aid Kit

STEAL
Wake Up

SEBON

L	HP	XP
23	120	99

FIRE	ICE	ELEC
200%	100%	100%

DROP
Mega Aid Kit

STEAL
—

THE TREASURE KEY

You must fight a huge pack of Bandits and Shadowplayers to get the **Treasure Key** here. Round them all up in a bunch, start the fight, and then wipe them out with mass-kill spells. The key will appear when the lone Shadowplayer dies.



THE SOUTH CORRIDORS

The corridors south of the room where you found the Treasure Kit are full of boxes, so you'll probably want to pay them a visit. There's a trio of Bon Appetits behind the clump of boxes in the first corridor. These foes give up **Aid Kits** when killed.

The next corridor is guarded by a pair of Gigantis enemies that are easy to take one at a time. Be careful when you see what appears to be a pair of Odd Hychee and five Hychees—the colors are reversed, so those Odd Hychees are actually Sebons (as in, "C'est bon?") and the little guys are Bon Appetits. It's not a big difference, but Sebons are pretty hearty and will counter any attack with Confuse, making them perilous to fight. Have Nina get the Extra Turn and wipe them out safely with fire spells, preventing any retaliation.



THE NORTH CORRIDORS

The North Corridors lead to the Blue Chest and the next area. Hang a right as soon as you enter them, and you'll see eight boxes guarded by what appears to be a Trilizard. Actually, it's a Cerebus, an enemy similar to Rafflesia. Whenever a Trilizard is hit with Fire, it powers up, increasing the power of attacks and its XP value. However, since the Cerebus regenerates about half its health each turn, things can quickly spiral out of control. Douse its flames quickly with Ice spells and move on.

Ignore the door in the far west room for now and double back for the Blue Chest. It contains **How's That?**, a Lin skill that combos with most of her Level 1 attacks. When used after Too Slow!, There!, or Hey, Hey!, it tacks on a 10% drop in one of the target's stats.

THE END OF THE LINE

When you open that west door, you'll find a difficult boss waiting for you. If your resources are depleted, now might be a good time to go back to the Trinity Pit to get appraisals and supplies. The boss will be waiting.



BOSS: BOOST BOSCH

BOOST BOSCH

L	HP	XP				
80	2000	9000				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
100	70	220	45	50	—	
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Mega Panacea (1:2)			Skill: Thrust			



Bosch is as obsessed with Ryu as ever. This boss won't attack the other characters if they stay out of his way, so have Lin and Nina snipe and cast spells from as far away as possible. Using this tactic, all you'll have to worry about is keeping Ryu alive.



Bosch has nothing worth stealing, so equip a shield with Valor or Phys.Def. If you did the side quest in Old TradeSector and got Ryu's Discharge skill, make sure you have that equipped. Bosch does about 200 damage to Ryu a turn, and with Discharge you can return it all for only 20 AP.

Since Bosch regenerates 1/4 of his current HP each turn, you need to take off more than 20% of his life bar in your first turn to do any permanent damage. For that reason, everyone should skip their first turn and build up a double AP bar (and some Discharge damage) before they cut loose. If you can't do that level of damage, you'll have no choice other than to switch to your dragon form to get this fight started.

Bosch goes berserk after falling below 1/4 HP Max, and gains enough power to kill Ryu every turn. Either keep Ryu alive with Tonics or switch to dragon form for the final turn or two.



LIFELINE ENDSECTOR

From the place where you fought Bosch, you can head northeast to TopSector Borough (the next town), or southeast to Lifeline EndSector. The EndSector is completely empty, except for a D-Ratio door that leads to an optional five-level dungeon called the Main Shaft Sector. There are a few exclusive skills to be found there, but nothing to write home about. Still, if your D-Ratio allows it, why not take a look?



D-RATIO CHECK: 1/256

PRIMA

L	HP	XP
31	30	63
FIRE	ICE	ELEC
200%	100%	100%
DROP		
Med Kit		



STEAL

Multimed (1:4)

CRUSHEDHEART

L	HP	XP
38	300	360
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Reflex (1:4) HP Up (1:2)		



STEAL

Bomb (1:4)

NERVEMAN

L	HP	XP
58	1300	1300
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Suit: Virus Check +3 (1:4) Blind Bomb (1:2)		



STEAL

Vaccine (1:2)

KANAPHAGE DX

L	HP	XP
21	360	300
FIRE	ICE	ELEC
100%	100%	100%
DROP		
30,000z		



STEAL

BON APPETIT

L	HP	XP
21	40	42
FIRE	ICE	ELEC
200%	200%	200%
DROP		
Aid Kit		



STEAL

Wake Up

EBONFIRE

L	HP	XP
23	420	140
FIRE	ICE	ELEC
25%	200%	100%
DROP		
Fire Bomb (1:4) Suit: Fireproof +3 (1:4)		



STEAL

Fresh Meat (1:2)

GOO CRYSTAL

L	HP	XP
30	600	750
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Weapon or Armor (special)		



STEAL

—

DUKE KNIGHT

L	HP	XP
60	800	1200
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Suit: Superheavy +2		



STEAL

Skill: Reflect (1:2)

MAHADEVAN

L	HP	XP
66	1600	1000
FIRE	ICE	ELEC
50%	Heal	150%
DROP		
Weapon: Wizard Wand (1:8) Weapon: Glacier +6		



STEAL

Prox Bomb (1:4)

KANAPHAGE

L	HP	XP
7	120	100
FIRE	ICE	ELEC
100%	100%	100%
DROP		
10,000z		



STEAL

—

Mine Shaft Sector A

Things start off nice and easy, as the only enemies in the first room are Primas (and possibly Bon Appetits), bugs that give up **Med Kits** when shot on the field. Prima aren't effective or dangerous, so just brush them out of your way and enjoy the rewards.



The next room will introduce you to the heavily armored Duke Knight enemy, sure to top your list of most-dreaded foes. His defense is through the roof, but you can break through by using 10 AP attacks like Thrust and Hey, Hey!. After 15 physical hits (magic doesn't count), the armor will crack and his defense will drop.



The next enemy is a lot less annoying: Crushedhearts are tiny and easy to kill, but they go into charge mode after one of their number dies, using the potentially deadly Twin Strike move on their next turn. Use skills like Fireblast and Let's Dance! to make sure they all die at roughly the same time.

Mine Shaft Sector B

Ebonfires return on this floor with their new leader, Mahadevan. Unlike Baphomet, Mahadevan doesn't mind being alone. When the last Ebonfire dies, he'll begin wrecking your party with Blizzard, the Level 3 Ice spell. So always keep one Ebonfire alive while you pound Mahadevan with Electric attacks. Victory will earn you the **Treasure Key**.



The Blue Chest in the next room is guarded by a Goo Crystal, more Crushedhearts, and a pair of Duke Knights. It's all worth it in the end, as your prize is a sorely needed **Backpack**.

Mine Shaft Sector C

Kanaphages return on this floor, along with their big brother, Kanaphage DX. The DX version holds 30,000 zenny, but killing it in one strike is pretty tough, even with Spiritcharge. Do it quickly, though; it can cast Inferno, the Level 3 Fire spell. A couple of dragon points will get you the full cash value of a DX, but that is only worth the effort if you have points to blow or are planning on giving up soon.



You may encounter a pair of tiny, hard-to-see Nervemen as you proceed toward the chest. These annoying foes are similar to Worm-Men, and have no particular weaknesses. A larger (but otherwise identical) pair are guarding the Treasure Chest and **Treasure Key**, along with a group of Buzz Militants. The chest contains **Reversal**, a Ryu skill that can deal serious damage when Ryu is very low on HP. Staying at 10-20 HP is risky, but it can kill Kanaphages in one shot.

Mine Shaft Sector D

This is the only floor that isn't entirely linear.

The first room contains another Mahadevan and his Ebonfire followers, which can be ignored. Instead, head down to the southern door. It ends in a dead end, but there are Crushedhearts there to kill. If you're lucky, a Duke Knight or two will wander within Lin's gun range and you can gun them down (sloooooowly) with no possibility of retaliation. There are three Duke Knights in the next room, so killing even one will be a big help.



The middle door leads to those Duke Knights, the **Treasure Key** they hold, and Lin's **Kidding!** skill (in the Blue Chest). The north door leads to the next floor, which contains nothing except a few boxes, so you might as well head back now.

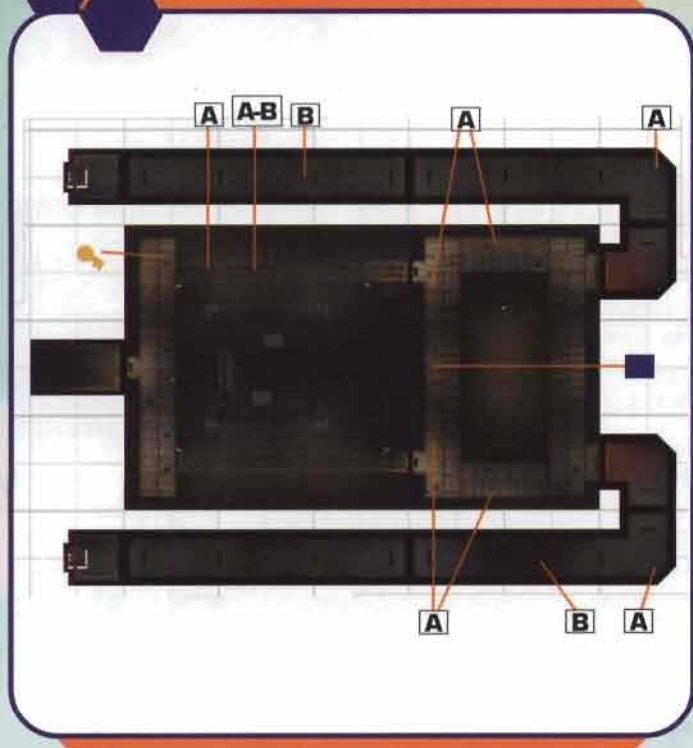
Mine Shaft Sector E

The only enemies on the fifth floor are the Nervemen (five of 'em) on the bridge. The bridge leads to an elevator up to TopSector, which is handy, but not much of a reward. Fight the Nervemen, then D-Dash through or return the way you came. It's up to you.



CHAPTER NINE

POWERONE 1F



SKELETON

L	HP	XP
30	800	30

FIRE	ICE	ELEC
150%	100%	50%

DROP	STEAL
—	Suit: Wild Chaps +9

KARON

L	HP	XP
49	1300	666

FIRE	ICE	ELEC
150%	50%	50%

DROP	STEAL
Weapon: Demonscythe (1:64) Suit: Deathproof +5 (1:4)	Rotten Meat (1:4)

CRUSHEDHEART

L	HP	XP
38	300	360

FIRE	ICE	ELEC
100%	100%	100%

DROP	STEAL
Reflex (1:4) HP Up (1:2)	Bomb (1:4)

NUGGET

L	HP	XP
2	90	5

FIRE	ICE	ELEC
150%	100%	Heal

DROP	STEAL
Fresh Meat	—

MAMA NUGGET

L	HP	XP
18	400	75

FIRE	ICE	ELEC
150%	100%	Heal

DROP	STEAL
JuJu Suit: Plasma Seal (1:4)	Fresh Meat

PAPA NUGGET

L	HP	XP
46	1100	850

FIRE	ICE	ELEC
150%	100%	Heal

DROP	STEAL
Suit: Plasma Check +5 (1:4) Weapon: Antenna DX	Bind Bomb (1:16) Fresh Meat

THE GREATER KARON

Use the Telecorder and buy supplies in TopSector Borough, then head to the highest point in town, where you'll find a door that leads to the PowerOne plant.

You'll be rushed by a Skeleton shortly after you enter. Dodge them if you can, since you can't ever kill them for good until you defeat their master, the mighty Karon. When you're ready to face down this mighty foe, hang a left and you'll find the boss at the end of the catwalk. Awww... isn't he adorable? He's so tiny! Kill him anyway, with Fire spells and powerful combos. The skeletons won't bother you after that, and you'll score a **Treasure Key**. The Blue Chest in the next room contains a **Backpack**.



CRUSHEDHEARTS

Crushedhearts are like Brokenhearts—small, hard to hit, and easily frozen by ice. However, they don't have zombie bodies, and are a little more dangerous. They go ballistic when one of their number dies, and then use Twin Strike on their next turn. Use skills like Fireblast and Let's Dance! to make sure they all die at roughly the same time. When Crushedhearts die they leave behind piles of **HP Up** and **Reflex** items.



THE NUGGET FAMILY

Their placements are random, but you'll run into at least one Nugget family here. Mama Nugget and the kids have finally been joined by that deadbeat, Papa Nugget, and he's pretty tough. Wipe out his brood quickly, before he can use Valhalla (the Level 3 Electric attack) to power them all up, then flamé whoever's left standing.

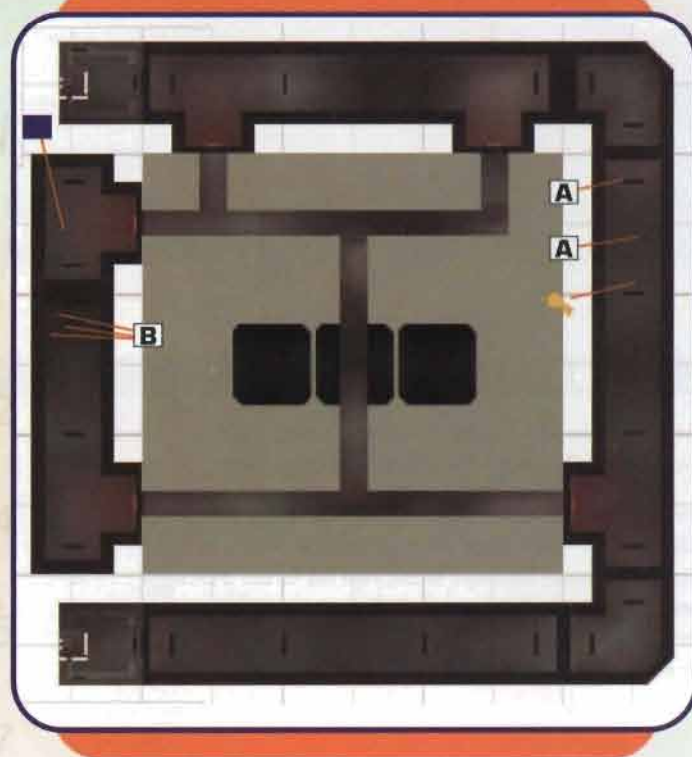
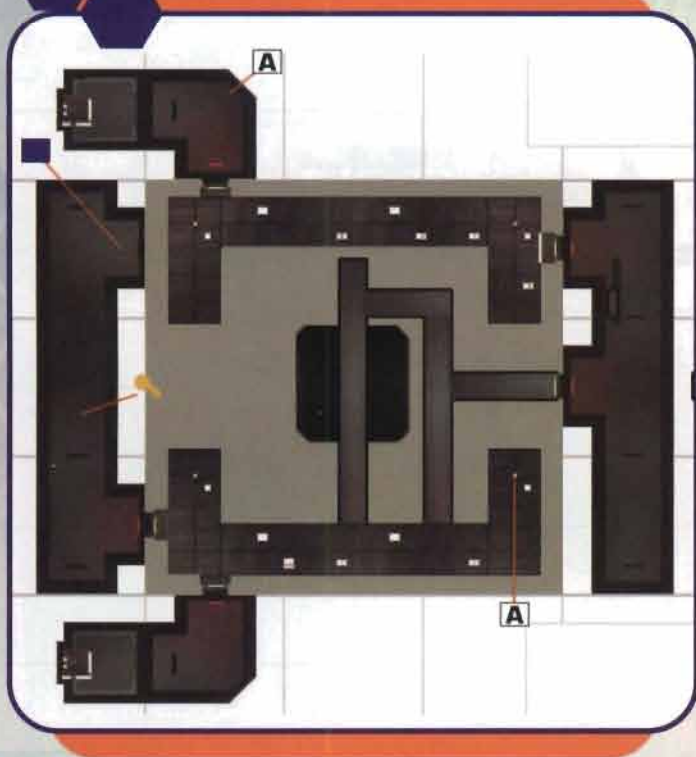
TWO ELEVATORS TO CHOOSE FROM

You can go either northeast or southeast from the room with the Blue Chest. The northeast hall leads to the northwest elevator, which goes to the second floor. The southeast hall leads to the southwest elevator, which goes to the third floor. Both the second and third floors go to the fourth and final floor, so the route you choose is up to you. Both floors have Blue Chests, so if you want both treasures you'll need to do some backtracking.

The final room of each hall is a Danger Room. You'll face another Karon and its army of Skeletons in the north hall. Another doomed family of Nuggets awaits in the south.



POWERONE 2F & 3F



SKELETON

L	HP	XP
30	800	30
FIRE	ICE	ELEC
150%	100%	50%

DROP	STEAL
—	Suit: Wild Chaps +9



KARON

L	HP	XP
49	1300	666
FIRE	ICE	ELEC
150%	50%	50%

DROP	STEAL
Weapon: Demonsythe (1:64) Suit: Deathproof +5 (1:4)	Rotten Meat (1:4)



CRUSHEDHEART

L	HP	XP
38	300	360
FIRE	ICE	ELEC
100%	100%	100%

DROP	STEAL
Reflex (1:4) HP Up (1:2)	Bomb (1:4)



KAREL

L	HP	XP
41	800	600
FIRE	ICE	ELEC
100%	200%	Heal

DROP	STEAL
Weapon: AutoRifle +5 (1:4) Bomb (1:4)	Battery Pack (1:2)



RESCUEMECH

L	HP	XP
25	400	150
FIRE	ICE	ELEC
100%	150%	Heal

DROP	STEAL
Tin Toy (1:4) AP Up (1:2)	Skill: Transfer (1:2)



PROTO-KAREL

L	HP	XP
48	1200	1000
FIRE	ICE	ELEC
100%	200%	Heal

DROP	STEAL
Bind Bomb (1:8) Weapon: SniperScope +3 (1:2)	Safety Lock (1:2)



KARELS AND REPAIRMECHS

Whichever route you take, you're sure to be assaulted by wave after wave of Karels and their RescueMech sidekicks. Karels are basically identical to Capeks; steal their **Battery Pack** to weaken them, watch out for their long range attacks, and use Ice spells. The new twist is the RescueMechs, small machines that exist only to heal wounded Karels and boost their AP. They tend to go first, so use your Extra Turn to hit them, not the Karels, or they'll just heal all the damage you inflict.



You can steal the RescueMech's AP-swapping **Transfer** skill (Nina can learn it), but getting the RescueMech to attack you is fairly difficult. Try to get it in combat without the Karel, and then attack it at close range, provoking it into using the Lightning skill.



POWERONE 2F TREASURE KEY

From the northwest elevator, loop all the way around to the large vertical hallway in the west. You'll find the Treasure Key in the possession of a Karon and his pack of Skeletons. Fire Bomb them, Fireblast them, or just plain blow 'em away, and you'll get the Treasure Key. The Blue Chest contains **Divine**, a relatively worthless Nina skill (it lowers enemy movement rates by 10).



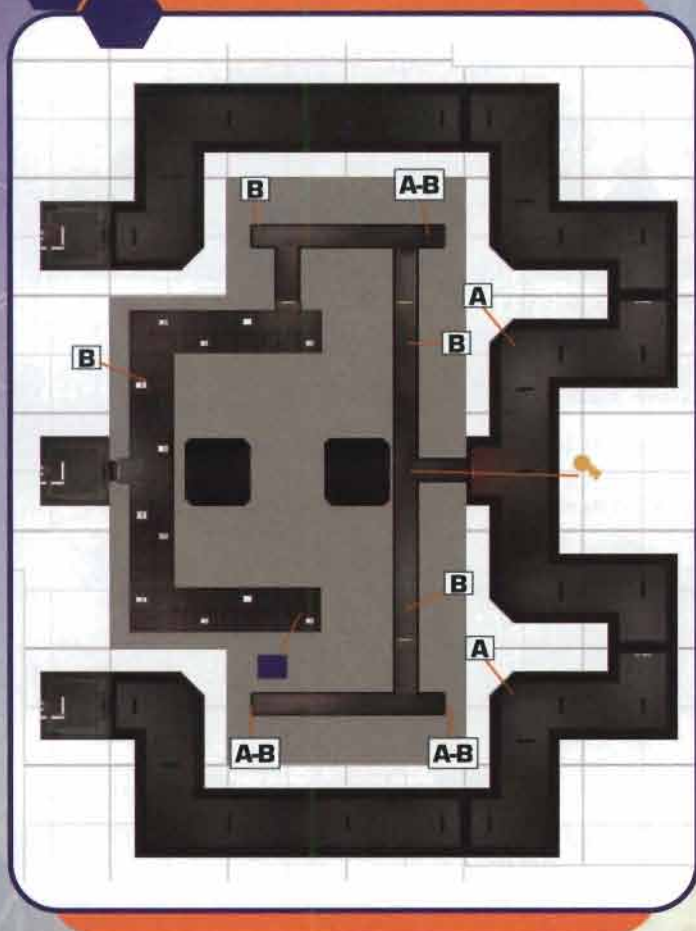
POWERONE 3F TREASURE KEY

To get the **Treasure Key** in 3F's east hallway, you'll need to battle a new foe: Proto-Karel. They should have stuck with the prototype, 'cause this guy's a lot tougher than the production model, sporting more HP and new moves like the devastating **Primus**. Switch away your Steal-threaded Shields, since stealing Proto-Karel's **Safety Lock** will result in it going berserk and earning double AP each turn.

The Blue Chest is in the northern part of the west hall, just below the elevator to 4F. It contains **Crossviper**, a Level 3 Ryu skill that puts him on the other side of his foe. It's rarely useful, but it looks really cool.



POWERONE 4F



SKELETON

L	HP	XP
30	800	30
FIRE	ICE	ELEC
150%	100%	50%
DROP		
—		

STEAL

Suit: Wild Chaps +9

KARON

L	HP	XP
49	1300	666
FIRE	ICE	ELEC
150%	50%	50%

DROP

Weapon: Demonscythe (1:64)
Suit: Deathproof +5 (1:4)

STEAL

Rotten Meat (1:4)

LESSER KARON

L	HP	XP
13	300	300
FIRE	ICE	ELEC
150%	50%	50%

DROP

Shield: Astral Breath (1:8)
Ghost Stone

STEAL

Rotten Meat (1:4)

CRUSHEDHEART

L	HP	XP
38	300	360
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Reflex (1:4) HP Up (1:2)		

STEAL

Bomb (1:4)

PROTO-KAREL

L	HP	XP
48	1200	1000
FIRE	ICE	ELEC
100%	200%	Heal
DROP		
Bind Bomb (1:8) Weapon: SniperScope +3 (1:2)		

STEAL

Safety Lock (1:2)

PRIMA

L	HP	XP
31	30	63
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Med Kit		

STEAL

Multimed (1:4)



POWERONE 4F TREASURE KEY

If you're coming from the second floor, you'll get to fight a pair of Proto-Karels in the hall following the elevator. If you're coming from the third floor, you'll have a pack of Karons and larger (but weaker) Lesser Karons instead.

The two routes converge on the hallway in the east center of the map, where you emerge to find yourself surrounded by Crushedhearts—three on each side. Lure them closer in, if you can, since a two-front battle is dangerous. Unless you can kill them all at once, one side is going to become enraged and strike back. Victory will earn you the **Treasure Key**.

Go south to find some Yellow Boxes, then north to reach the Blue Chest. You should pass some Prima on the way, which can always be squashed for tasty **Med Kits**. The Blue Chest contains **Shatter!**, a Level 3 Lin skill that does extra damage when used at point-blank range.



TACTICS

NEW SKILL: SHATTER

Shatter is one of Lin's best moves in the entire game. If you have a chance to get up close without wasting many APs, Shatter will blow your enemies away. The damage done from this attack (even outside of a combo) can be double or even triple what Lin would be able to dish out otherwise.

Creatures farther out will suffer little, but that is inconsequential. For boss fights, this is a killer find that should always grace your weapons!

POWERONE ROOF

Heal up and juggle your inventory before you go up the stairs, as Regent Deamoned is waiting for you. He does have one skill to Steal, **Anger**, but after that you'll want Shields with cheap defensive skills or no skills at all. Saving AP is very important in the fight ahead.

REGENT DEAMONED

DEAMONED						
L	HP	XP				
99	3800	16000				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
170	80	200	40	70	200	
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
Skill: Anger			Pump Muscles			



Turn your attention to the "AD" stat in Deamoned's stat box. That stands for Absolute Defense, and it's the key to boss strategy for the rest of the game. Absolute Defense is a shield that you have to penetrate before you damage a boss, and it grows back after each combo. So if you can't do at least 200 damage to Deamoned with each of your combos, you won't even scratch his life bar.



The way to battle foes with Absolute Defense is to skip every other turn so you can get a double length AP Bar. Have Lin use Shatter if you're at close range, and Blow Up! if you're not.

Ryu is a special case. If you are in danger and need to resort to dragon use, Charge up two times and use Twister to do lethal damage to any boss. When outside of dragon form, you may find you do more damage with long chains of Slice attacks at 10% or 20% bonus damage (use other 10 AP abilities to lead into this).

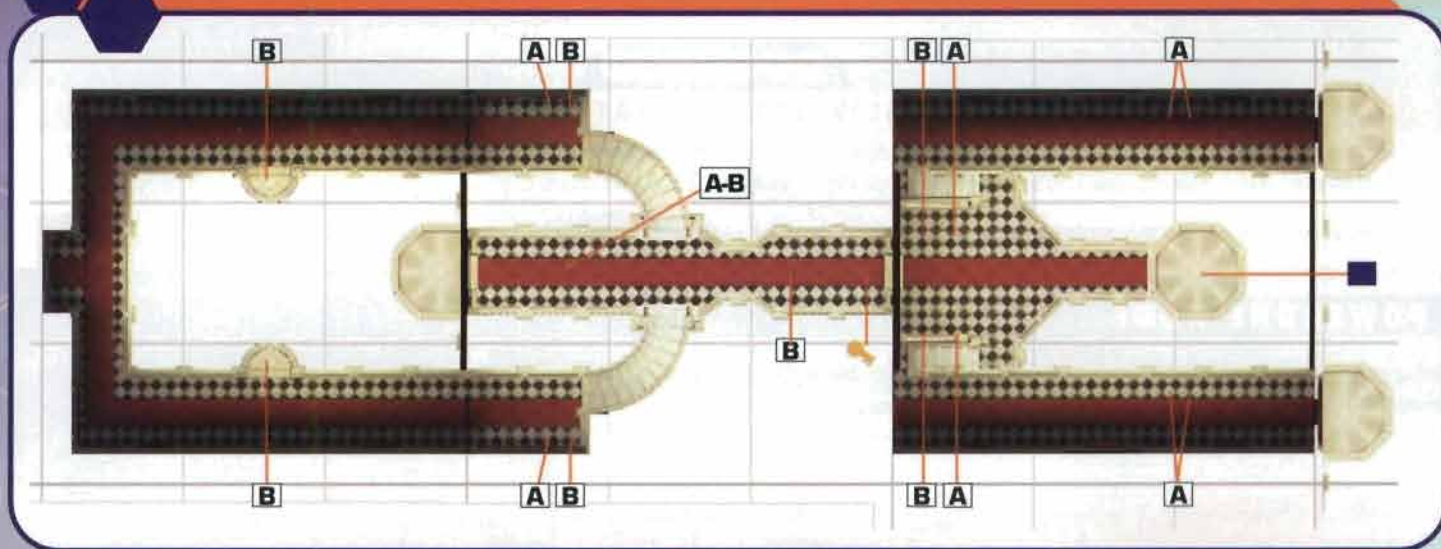
Since Ryu is your best damage dealer against Deamoned, have Nina Transfer her AP to him so that he can attack every round.

Deamoned has a number of potentially fatal moves, including Fatal Strike, which will reduce a character to 1 HP, and Meta Impact, which does a ton of damage and knocks targets across the field. A shield with Valor is a good idea, if you can afford to lose 10 AP off your combos. If you have them, switch to Deathproof, Death Check, and Death Gear armors to protect your characters from Fatal Strike.



CHAPTER TEN

THE CENTRE 1F



BUZZ MILITANT

L	HP	XP
42	600	630

FIRE	ICE	ELEC
100%	100%	150%

DROP	STEAL
Protein (1:4) Bomb (1:2)	Boost Armor (1:2)

CREEPSTALKER

L	HP	XP
33	400	300

FIRE	ICE	ELEC
100%	200%	150%

DROP	STEAL
AP Up	Skill: Go On! (1:2) Jelly Pasta (1:4)

DARKSTALKER

L	HP	XP
44	500	720

FIRE	ICE	ELEC
100%	200%	150%

DROP	STEAL
HP Up	Jelly Pasta (1:4)

CENTRE ENTRANCE

Stock up on supplies before you enter the Centre, as it will be your last opportunity to do so for a good while. By stocking up, you should grab well more than 10 Med Kits. Why risk running out? It will take up a lot of inventory space, but survival is more important.

HUNT DOWN THE CREEPSTALKER

A small army of Buzz Militants will meet you at the entrance to the second room, and they may have a new Creepstalker enemy in their midst. Creepstalkers are cowardly foes that prefer to blend to their surroundings and hide. But when they're attacked, or caught in a crossfire, they retaliate by casting Quake for serious damage. If you're lucky, you'll steal Lin's **Go On!** skill in the process. Don't forget to use ice spells to freeze Creepstalkers in place (this makes them sitting ducks when Ryu comes calling).

If the Creepstalker didn't get involved in the Buzz Militant battle, you'll have to track it down somewhere between the two staircases. He alone holds this floor's **Treasure Key**.



Go back into the first room, through the middle door to find the Telecorder you've been waiting for. After that, make your way east to this floor's final room.



AVOID THE DARKSTALKERS

The next room is home to Darkstalkers, a more visible cousin of the Creepstalker. These guys will attempt to steal your items and then flee. If they fail, they'll stick around and steal HP with the Drain attack instead. They're fairly easy to avoid, so you might as well just run through on your way to the Blue Chest in the middle of the room. It holds one last **Backpack**.



DECISIONS, DECISIONS

The teleporters in the Centre are one-way only. So give it some thought when you choose between the north and south teleporters at the end of the first floor. They both lead to separate areas and separate bosses, and there's no going back. If you've already played through once, make sure to go the other way so you can see the other boss: The north road leads to Cupid, and the south leads to Mortensia.

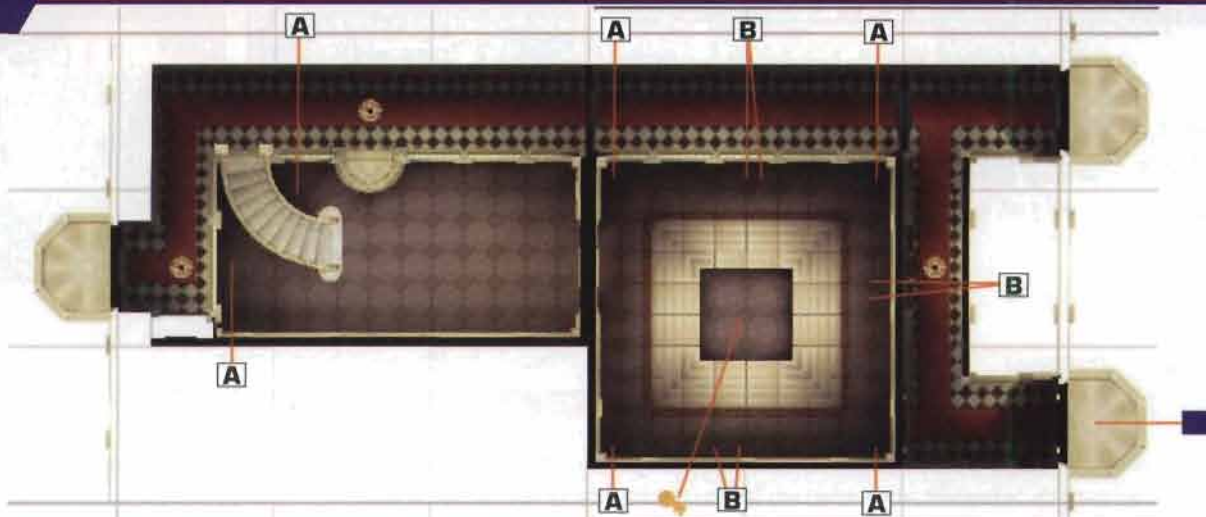
POWERGAMING

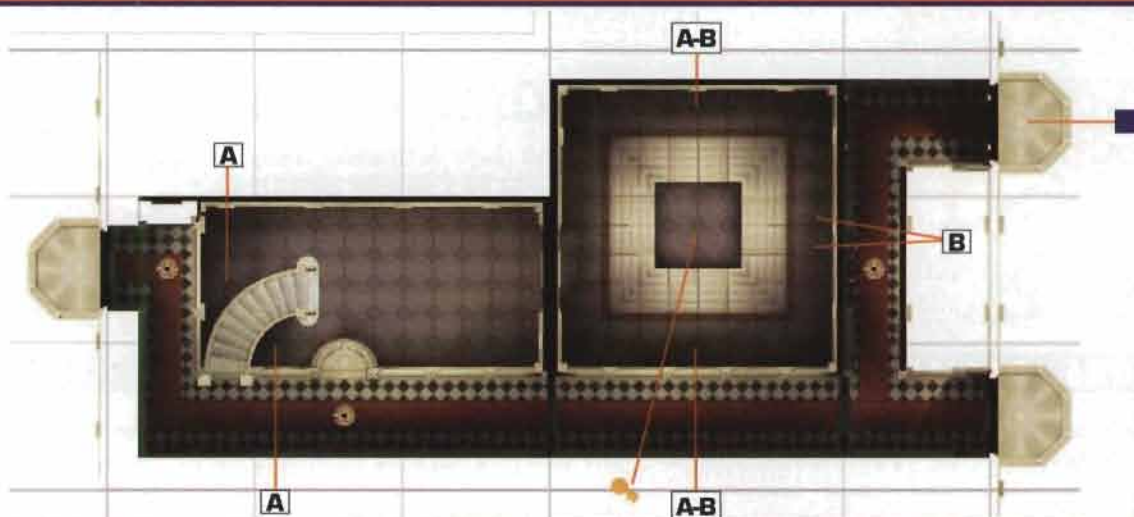
You don't have to play the game through multiple times to get all of the skills in this complex dungeon. There is a choice here and a second choice later (combining to form four discreet paths that you can't backtrack and explore). Still, you have the option to play to the end of this dungeon and give up. You will get to keep your IDed equipment and your skills. This saves you a lot of time and gets you many nifty toys to play with.

Heck, you will even make a fair bit of Party XP along the way, so there is nothing to lose. Enjoy.



CENTRE 2F





PANDORA BOX

L	HP	XP
7	100	100

FIRE	ICE	ELEC
100%	100%	100%

DROP

Varies by turn

STEAL

—

MAHADEVAN

L	HP	XP
66	1600	1000

FIRE	ICE	ELEC
50%	Heal	150%

DROP

Weapon: Wizard Wand (1:8)
Weapon: Glacier +6

STEAL

Prax Bomb (1:4)

EBONFIRE

L	HP	XP
23	420	140

FIRE	ICE	ELEC
25%	200%	100%

DROP

Fire Bomb (1:4)
Suit: Fireproof +3 (1:4)

STEAL

Fresh Meat (1:2)

GARGANTUA

L	HP	XP
77	1000	5000

FIRE	ICE	ELEC
100%	100%	100%

DROP

Weapon: Caltis +5

STEAL

—

PANTAGRUEL

L	HP	XP
66	1000	3000

FIRE	ICE	ELEC
100%	100%	100%

DROP

Skill: Shazam

STEAL

—

OPENING THE PANDORA BOX

Whichever way you went, you'll encounter a Pandora Box on the first hallway of Centre 2F. The Pandora Box looks just like a normal chest, but the fact that it's suffering from the Lock condition is a dead giveaway that something is amiss.

The Pandora Box will pelt you with magic combos for four turns and then self-destruct. It isn't hard to kill, but you may want to wait it out, as the item it holds changes each turn (you can see the change with Profile). They are:

Turn 1 – 7th Sense

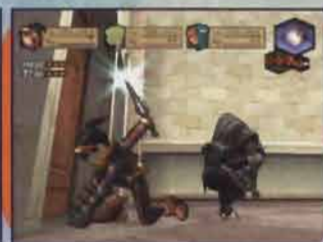
Turn 2 – Gold EXP

Turn 3 – Save Token

Turn 4 – Skill: Mirage Blast

Obviously, skill hunters will want to hold out four turns to get Nina's rare and strange **Mirage Blast** skill. The Pandora Box's attacks get stronger each turn, and the turn 3 Infernos and Blizzards can easily wipe out your party. So keep your party members very far apart to ensure there will be at least one survivor.





The Door Guardian

If you took the north route, you'll find a Gargantua guarding the entrance to the next room. If you took the south route, it will be a Pantagruel instead. Both enemies are tough, but the strategies to beating them vary.

The Gargantua has an Absolute Defense of 500, which is not easy to beat. You can try damaging him in the field with Explosives, but you'll still have to overcome the damage shield in combat. Attack only every other turn for maximum combo damage. His Wild Swing attack is strong, but he can only do it once a turn, so a Feint-threaded shield will be a lifesaver.

The Pantagruel has serious body space issues, and will cast Valhalla if anyone gets too close. If you stay away and have Lin shoot him from afar (with every-other-turn combos, since he has an AD of 200) he won't be able to muster anything stronger than Jolt. Nina is useless here, since the Pantagruel's magic defense is obscene, but she can Transfer her AP to Lin or Ryu. Have your tough swordsman run up every turn and do serious damage, but save points for a hasty retreat. When Pantagruel, he'll drop Nina's Level 3 **Shazam** skill.



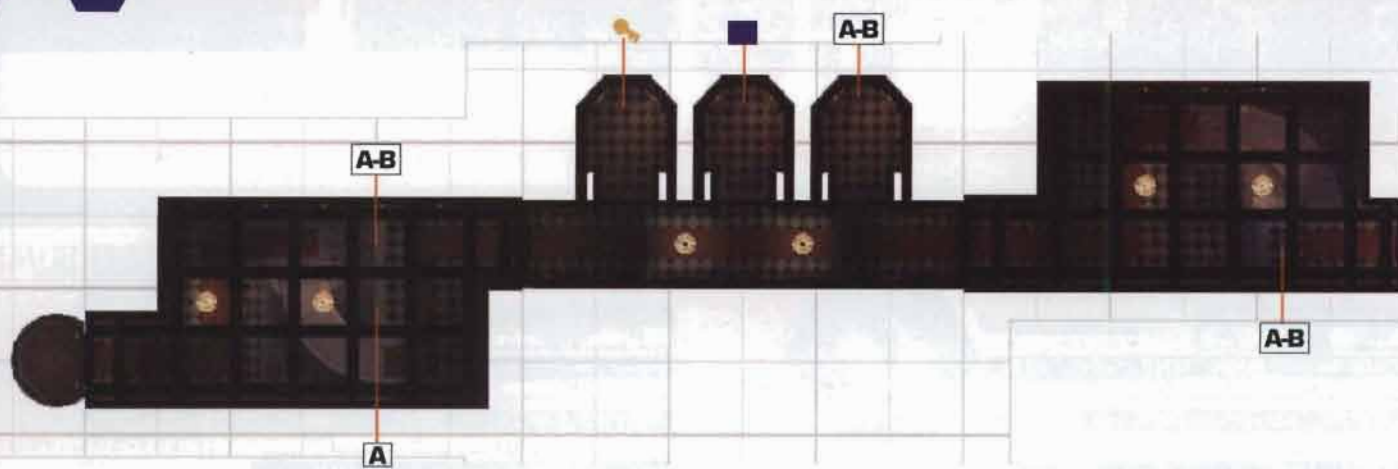
The Mahadevan Holds the Key

Both doors lead to a Mahadevan and a small army of Ebonfires. Use meat to form a tight packet of targets before throwing in a few Fire Bombs. Kill the Ebonfires in Lin's Extra Turn, but make sure to spare one until the end, as his existence will keep the Mahadevan from using Blizzard.

The Mahadevan will give up the **Treasure Key** when killed. The Blue Chest in Centre 2F North contains a **Princess Guard +4**, and the Blue Chest in Centre 2F South contains an **Angel Coat +4**. These are great armors for Lin and Nina, respectively, that grant solid defense and strong protection from all status conditions. Too bad you won't be able to get them appraised until five minutes before the end of the game.



CENTRE 3F NORTH



FIRE GOO

L	HP	XP
33	560	280

FIRE	ICE	ELEC
Heal	150%	100%

DROP

Weapon: FireBlaster +3 (1:4)
Shield: Astra Ribbon +3

STEAL

Boost Power

ICE GOO

L	HP	XP
28	420	240

FIRE	ICE	ELEC
100%	Heal	150%

DROP

Weapon: IceCannon +2 (1:4)
Shield: Astral Shell +3

STEAL

Boost Armor (1:2)

THUNDER GOO

L	HP	XP
38	710	420

FIRE	ICE	ELEC
150%	100%	Heal

DROP

Weapon: ThunderRifle +3 (1:4)
Shield: Astral Ring +4

STEAL

Boost Magic (1:2)

GOO KING

L	HP	XP
70	1200	1000

FIRE	ICE	ELEC
100%	100%	200%

DROP

7th Sense (1:2)

STEAL

Sponge

GOO CRYSTAL

L	HP	XP
30	600	750

FIRE	ICE	ELEC
100%	100%	100%

DROP

Weapon or Armor (special)

STEAL

—



GOO EVERYWHERE

If you took the north teleporter back in Centre 1F, you'll eventually end up here. After passing an empty hallway with the Blue Chest, you'll end up in a room full of Ice Goo, Fire Goo, and Lightning Goo. Make sure Nina gets the Extra Turn, and use it to cast a spell of the type each is weak to, preventing them from casting high level spells during their turn. As long as you can fight them a few at a time, they'll be easy to beat. But where is the Treasure Key?

GREY GOO SCENARIO

Head back into the hallway, and you'll find plenty of new surprises. Each of the three alcoves has been taken over by a colorless goo. The first is a Goo King, a powerful enemy that can cast Level 3 spells like Inferno and Primus, and smash you flat with Expand. De-equip Steal-threaded shields, because you don't want to steal his **Sponge**. It will make him stronger and give him a universal shield that cuts damage dealt to him in half. God help you then.

Not enough Goo for you? You also have to fight a Goo Crystal in each of the other two alcoves before the Treasure Key will finally appear. The treasure is **Blizzard**, Nina's first Level 3 attack spell. Learn it, thread it, and head out the door to the east. An opportunity to use it against a boss is only seconds away.



REGENT CUPID

CUPID

L	HP	XP
99	3200	16000

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DE
180	88	700	60	40	220

FIRE	ICE	ELEC	DROP
100%	100%	100%	—

STEAL

Shield: Silver Arc +4 (1:4)

STEAL

Suit: Divine Coat +4 (1:4)



ONCOTTE

L	HP	XP
99	Infinite	0

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DE
300	999	20	40	45	—

FIRE	ICE	ELEC	DROP
100%	100%	100%	—

STEAL

Weapon: Celtis +9 (1:64)

STEAL

Superheavy +3 (1:32)



Cupid is easily the weakest of all the regents. Cupid tends to run away while ordering her indestructible pet Oncotte to beat your characters silly.

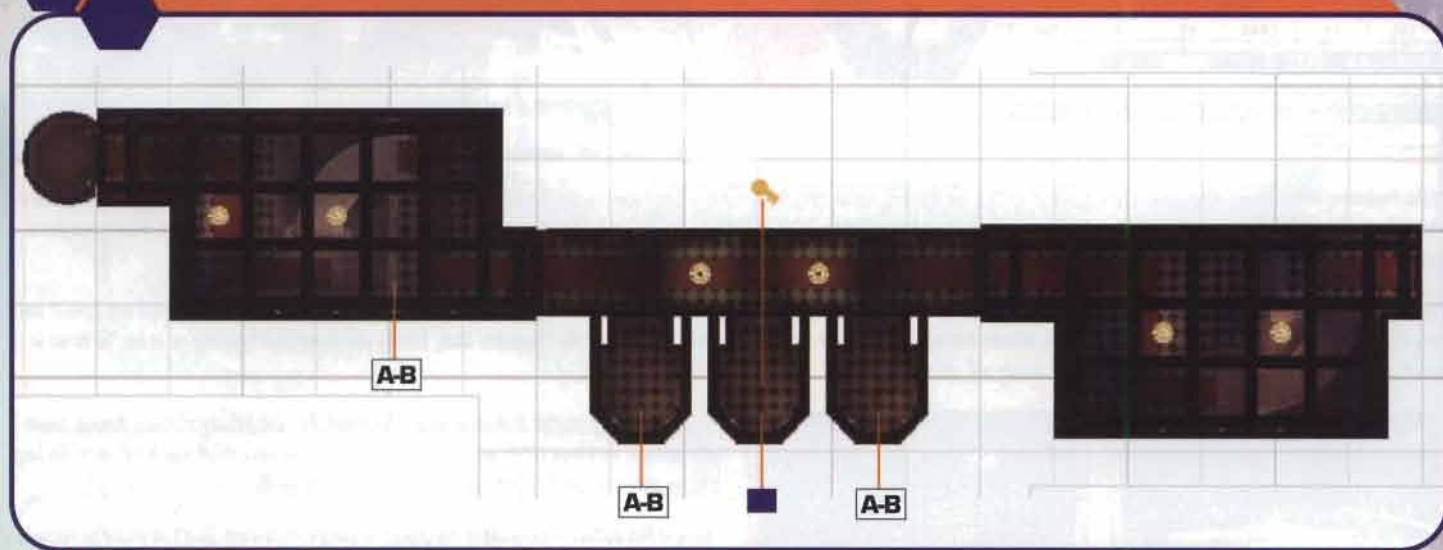
Oncotte does dish out a serious beating, but because he only goes where Cupid commands it, you always know who's going to get hit. Usually the character has a turn or two to equip a Feint or Valor-threaded shield, or run away if necessary. Don't let everyone else completely slack off, though ... Cupid does cast Blizzard or use Push every now and then.



Like all the other regents, Cupid has an Absolute Defense, so characters will need to build up AP and attack every other turn. Unfortunately, you also need to chase down the little weasel, so characters that haven't been targeted by Oncotte should drop their shields to save AP.



CENTRE 3F SOUTH



RAFFLESSIA

L	HP	XP
32	400	???

FIRE	ICE	ELEC
150%	75%	100%

DROP
Suit: Sleep Check +2 (1:2)
HP Up

STEAL
Multimods (1:4)

TRILIZARD

L	HP	XP
41	1200	620

FIRE	ICE	ELEC
Varies	Varies	Varies

DROP
Shield: Silver Arc (1:4)
Shield: TriCharger (1:4)

STEAL
Varies by elemental type

CEREBUS

L	HP	XP
60	600	500

FIRE	ICE	ELEC
Heal	150%	100%

DROP
Weapon: Pyromania +6 (1:4)
7th Sense

STEAL
Boost Power (1:2)
Boost Armor (1:2)



RAFFLESIA, TRILIZARDS, AND CEREBI, OH MY!

Compared to Centre 3F North, this area is a joke. In the floor's last room, you'll have to fight through three Rafflesia and three Trilizards. Trilizards are always tedious, but Rafflesia can be killed in a turn if you don't use magic. If you're desperate for XP and have healing items to spare, go ahead and power 'em up first.



When you return to the room with the three round alcoves, you'll find them full of Cerebi (Cerebuses, Cerebu, Carabou,?). Frost-Iceblast combos can kill them easily, so there's no real threat here. Once again, you can power up them with Fire if you want the extra XP, but the big reward here is the **Treasure Key**. Open the chest to find **Inferno**, Nina's Level 3 Fire spell.



REGENT HORTENSIA

HORTENSIA						
L	HP	XP				
99	3500	16000				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
108	74	1800	50	0	260	
FIRE	ICE	ELEC	DROP			
Varies	Varies	Varies	—			
STEAL			STEAL			
Shield: Bangle +4 (1:4)			Suit: SaveQueen +4 (1:4)			



At the beginning of each turn, Hortensia uses *Fortune* to change the color of the squares in the room. These squares are the key to an easy victory; when she casts *Hymn* during her turn, everyone will experience an effect based on the color of their square. Blue squares heal you, Red squares hurt you (even if you're only near them), and White squares do nothing. Unless you are a sucker for pain, stay on the healing squares.

Hortensia's magical weakness changes from turn to turn, so you'll need to try to figure it out with *Profile* or trial and error. Nina is the MVP of this fight, so use a *Magic Boost* if you have it and keep her well protected. Unfortunately, after every ten attacks Hortensia will use her *Divine Shell* skill, knocking all the characters back, forcing you to waste AP moving up to her. So move in, accumulate AP, and follow the blue squares. Slow and steady will win this boss fight.



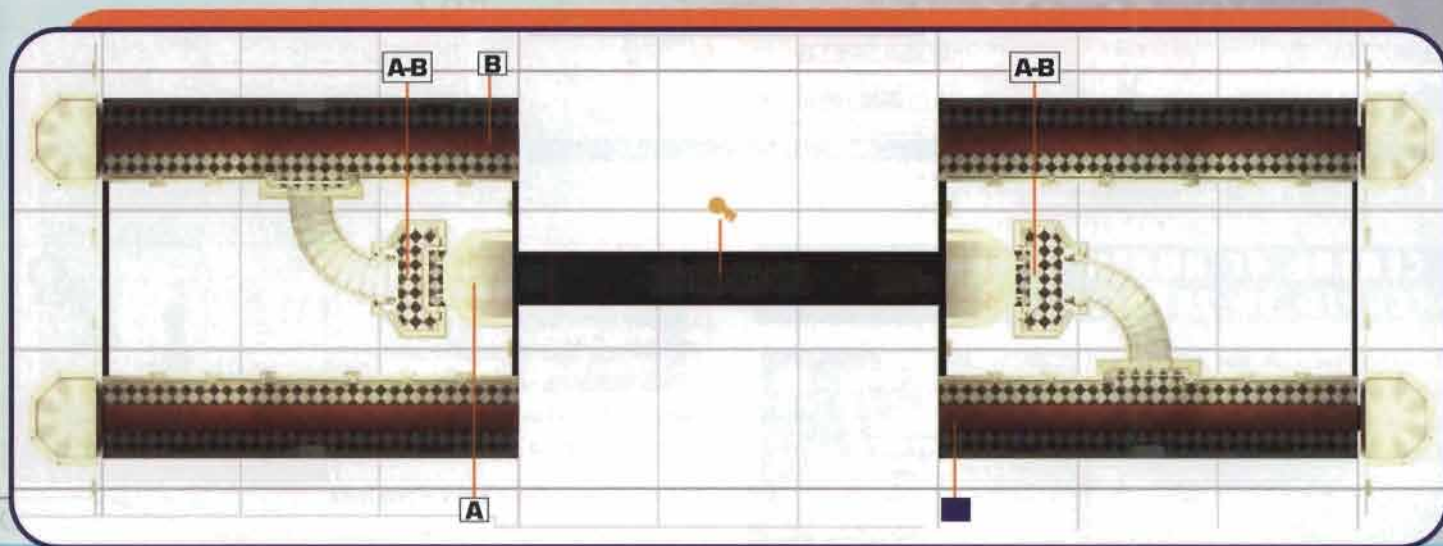
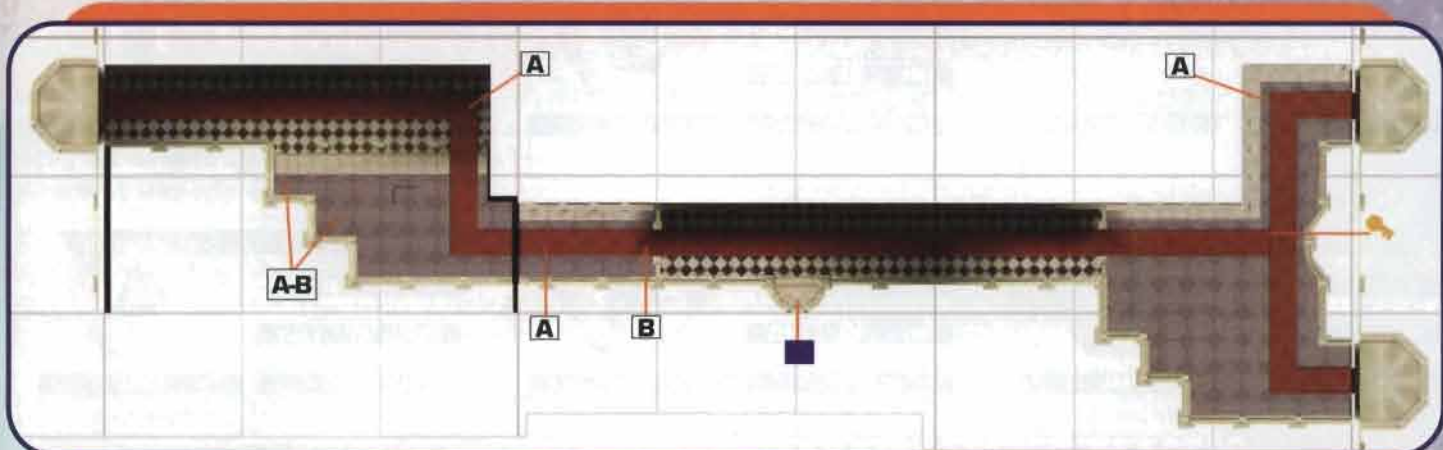
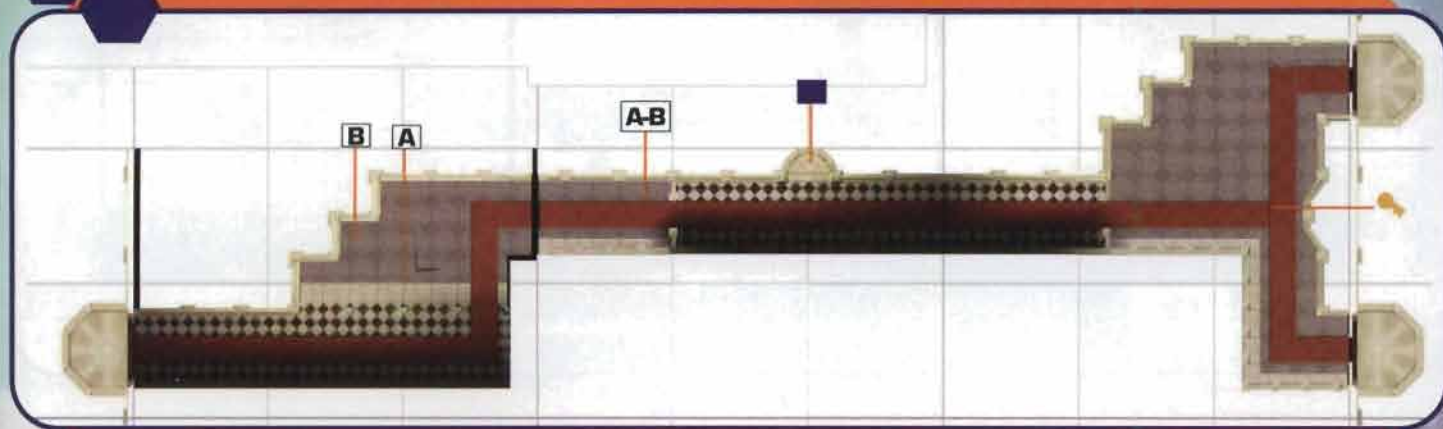
If you are having trouble making it across the board, Ryu can transform into a dragon, move into position, and then either attack (using more points) or calm down and have made the long trip for only a single D-Counter point! Either way will make the fight a lot easier.

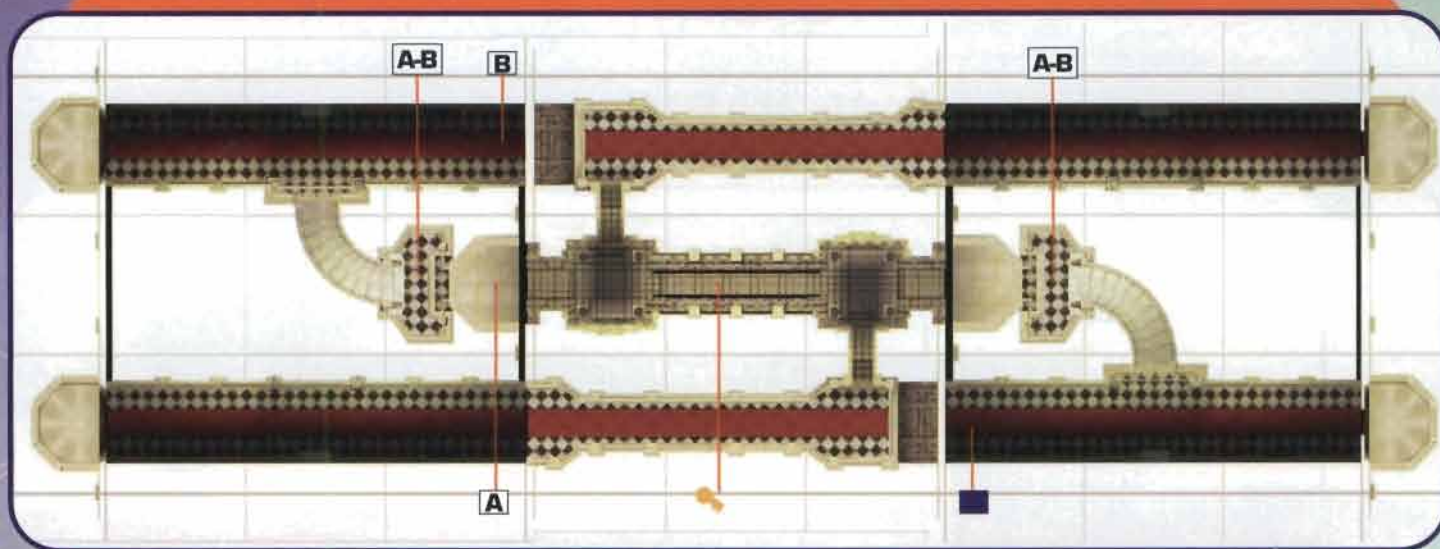
Thought this battle isn't extremely dangerous, it can be frustrating. Don't be afraid to summon the dragon in the name of a fun victory. There isn't long to go from here.

ANOTHER DECISION

For the next part of the game, there are four variations. The two available after battling Hortensia are the left teleporter, which leads to 4F Central 1 and the boss Jezuit, or the right teleporter, which leads to 4F South, and the boss Vexacion.

CENTRE 4F VARIATIONS





BUZZ MILITANT

L	HP	XP
42	600	630

FIRE	ICE	ELEC
100%	100%	150%

DROP
Protein (1:4)
Bomb (1:2)

STEAL
Boost Armor (1:2)

PANDORA BOX

L	HP	XP
7	100	100

FIRE	ICE	ELEC
100%	100%	100%

DROP
Varies by turn

STEAL
—

DARKSTALKER

L	HP	XP
44	500	720

FIRE	ICE	ELEC
100%	200%	150%

DROP
HP Up

STEAL
Jelly Pasta (1:4)

PRIMA

L	HP	XP
31	30	63

FIRE	ICE	ELEC
100%	100%	100%

DROP
Med Kit

STEAL
Multimed (1:4)

DUKE KNIGHT

L	HP	XP
60	800	1200

FIRE	ICE	ELEC
100%	100%	100%

DROP
Suit: Superheavy +2

STEAL
Skill: Reflect (1:2)

DUKE LORD

L	HP	XP
75	1200	4000

FIRE	ICE	ELEC
100%	100%	100%

DROP
Suit: Heavy Garter +3

STEAL
Skill: Third Eye (1:2)

CREEPSTALKER

L	HP	XP
33	400	300

FIRE	ICE	ELEC
100%	200%	150%

DROP
AP Up

STEAL
Skill: Go On! (1:2)
Jelly Pasta (1:4)

NERVEMAN

L	HP	XP
58	1300	1300

FIRE	ICE	ELEC
100%	100%	100%

DROP
Suit: Virus Check +3 (1:4)
Bind Bomb (1:2)

STEAL
Vaccine (1:2)

KANAPHAGE DX

L	HP	XP
21	360	300

FIRE	ICE	ELEC
100%	100%	100%

DROP
30,000x

STEAL
—

CENTRE 4F NORTH (CUPID TO JEZUIT)

This floor is pretty simple. Blow past a group of Buzz Militants (they're easily evaded) and face off with a tiny Pandora Box that gives you a second chance at a cool item.



The third room contains a giant Darkstalker and a pack of his little friends. The big one is the only enemy that you need to kill; he alone holds the **Treasure Key**. The chest contains **Snatch**, a great skill for when you replay the game. It's an improved version of Steal that also grants a 25% Defense bonus.

All that is left in this floor is a pack of tasty Prima.



CENTRE 4F CENTRAL 1 (HORTENSIA TO JEZUIT)

This strange and beautiful level has only one room with enemies, but they're tough. Three tiny-but-potent Duke Knights guard the bridge in the center of the middle room, and a Duke Lord (with the **Treasure Key**) is snoozing behind them.

Engage the Knights on the bridge and fill their path with magic traps. Mirage Blast is great here, since it doesn't cost you AP to put it far away. Then stand way back (their Spread attacks have incredible range) and let them run into it. Meanwhile, a SniperScope-equipped Lin can plug away at their armor (it will crack after 15 shots).



The Duke Lord is a super Duke Knight with a little bit of Absolute Defense that makes getting your fifteen hits in tougher. He'll cast Howl on his first turn, so make sure it's Ryu that gets the Extra Turn. That way if he gets Bound, it will be in sword range.



The **Heavy Garter +3** that the Duke Lord drops is close to Lin's strongest armor, defense-wise. Here's the catch: The Duke Lord is apparently wearing it (a garter!?), and when his armor cracks, it becomes a regular **Heavy Garter**.

If you want this badly, have Nina kill him with magic instead. Or use a blow from Ryu as a dragon.



This floor's chest contains **Hyper Kick**, a powered-up Kick move that does more damage and knocks enemies further.

CENTRE 4F CENTRAL 2 (CUPID TO VEXACION)

Darkstalkers and Creepstalkers, enemies that are always easy to avoid, guard the first half of this area. The tunnel that connects it to the second half is full of Nerve-Men, and there's no avoiding them: One has the **Treasure Key**. Use Lin to shoot them from far away, ensuring your battles will be one-on-one and relatively easy.

All that follows them is a bunch of Prima providing much-needed medical relief, and a Blue Chest containing Nina's Level 3 **Lag Valhalla** skill. This odd spell sets a magical trap that explodes into the Valhalla spell at the beginning of Nina's next turn. It's actually pretty useful against Vexacion and his cronies, so thread it up before you walk through the teleporter in the southeast.



CENTRE 4F SOUTH (HORTENSIA TO VEXACION)

This floor is the mirror image of 4F North. After breezing past some Buzz Militants, your next foe is a gilded KanaphageDX. There is a shop before the final boss, so some cash might be nice ... You can always switch to dragon form for a guaranteed 30,000z.

The final room has a Giant Creepstalker, leading a pack of his smaller brethren. Kill the big guy for the **Treasure Key**, which contains Lin's **That's It** skill. It's not the best prize, but this is the easiest variation.



REGENT JEZUIT

JEZUIT

L	HP	XP			
99	3600	16000			
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DE
150	115	180	1999	50	50
FIRE	ICE	ELE	DROP		
100%	100%	100%	-		
STEAL			STEAL		
Sult: Excel Sult +9 (1:32)			Shield: Solid Ribbon +8 (1:2)		



Jezuit will immediately use his Shadow Walk skill, making him impervious and untargetable. The trick to getting past this form is Nina's magic circles. Lay them between your group and Jezuit and he'll walk right into them, shattering his Shadow Walk. You will then be able to attack him directly.

Uncloaked, Jezuit is still tough, but not incredibly so. His Absolute Defense is the lowest of the regents, so you should be able to take him down pretty quickly. But with skills like Primus and multiple attacks each turn, he's certainly capable of knocking your characters out of the fight. With his lower AD, you can afford to equip more expensive shield abilities.

REGENT VEXACION

VEXACION

L	HP	XP			
99	4200	16000			
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DE
175	52	200	10	50	280
FIRE	ICE	ELEC	DROP		
100%	100%	100%	—		
STEAL			STEAL		
Skill: Terabreak (1:2)			Weapon: Mandau Blade +9 (1:32)		



RYKED

L	HP	XP			
70	2600	7000			
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DE
145	88	160	56	50	—
FIRE	ICE	ELEC	DROP		
100%	100%	100%	—		
STEAL			STEAL		
Weapon: Strong Sword +5 (1:8)			Shield: Solid Ring +8 (1:8)		



NALAKA

L	HP	XP			
70	2400	7000			
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DE
155	86	180	60	50	—
FIRE	ICE	ELEC	DROP		
100%	100%	100%	—		
STEAL			STEAL		
Weapon: Strong Sword +9 (1:32)			Shield: Solid Shell +7 (1:4)		



Vexacion does not fight alone. Nalaka has been trained to hunt down Nina and protect himself against magic. Ryked exists to destroy Lin and is well protected from her bullets.



Everyone should focus on eliminating Nalaka first, since Nina won't last long against his constant assaults. Lin and Ryu should ignore their own attackers and focus on him. Nina should lay magic traps in early turns and then start gunning for Ryked. It never hurts to make sure that Nalaka is still in the blast radius of spells like Fireblast and Blizzard; he may be strong against magic, but it will still do some damage.

Every third round, Nalaka and Ryked announce their intention to save up their AP to Counter attacks. That's your cue to have Lin and Ryu hold off and build up their AP for a turn.

When Nalaka and Ryked have been slain, turn your attention to Vexacion. He is the toughest of the three, sporting both deadly special attacks and an Absolute Defense of 280. Scatter your characters so he can't hit them all at once with his wide strokes; also use items like 7th Sense to power up your strongest characters on the turns they attack. There's always dragon form too, if you need it.

For a very quick victory, switch to dragon form in the first round. Charge up twice then use your 20 AP Hurricane attack to wipe out everyone except for Vex. Alone and injured, he won't even stand up to a second hit from the fury of Odjin's avatar. This only works if Ryu gets to attack before the enemies have moved apart, so be sure to come into the battle with Ryu's lightest weapon equipped if this is your plan.



TIP

Use a Steal-threaded shield against Vexacion long enough to steal Terabreak, a Level 3 Ryu skill that's great against foes with a high defense.

THE FINAL BATTLES USING THE FOUR KEYS

Use your accumulated keys on the obelisks that follow and the path to the final battles will open. First, there are the three shop girls and a Telecorder, always a sight for sore eyes. Make sure to get all your boss items (Boosts, 7th Senses, AP Charges and the like) out of the locker, because you'll want to use them on the next fight.

If you are going to explore all of the Centre in one run through the game, by using the give up command, then Don't Save here! ID your new equipment, put extra material in the lockers, then give up and run through the various halls of the Centre before moving on.



ELYON

ELYON

L	HP	XP				
100	6000	24000				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DE	
158	80	1200	1999	50	330	
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
7 th Sense (1:2)			Tonic			



Elyon will attack you on the GeoThermal Elevator. He isn't the last boss, but he is the toughest. Of course, if you've been saving up your D-Counter, you can afford to use some of it on him. Just make sure to save at least 10% for the boss that follows.

If you're fighting him fair and square, you're in for a tough battle. He'll immediately summon two Alter Egos, versions of Elyon that aren't quite as tough (they have no Absolute Defense) but dish out the same damage. Try to focus your full-AP attacks on Elyon, but get the Alter-Egos caught in the crossfire of mass-kill skills like Inferno, Blizzard, Let's Dance!, etc. Switch to your best Phys. Def shields (or Valor), because the most dangerous attacks are all physical.



ALTER EGO

L	HP	XP				
99	3000	4000				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DE	
150	80	1200	50	50	—	
FIRE	ICE	ELEC	DROP			
100%	100%	100%	—			
STEAL			STEAL			
—			—			



After five turns of Alter Ego beatdowns, Elyon will begin to meditate. He can't resummon his Egos for the next few turns, so kill them now and focus exclusively on Elyon for a while. His sole attack at this point will be Karma, which puts a counter on the head of one party member, indicating the number of turns he or she has to live.

After turn 9, Elyon snaps out of his trance and begins pelting you with powerful magic. This is a good time to switch to the dragon form and finish him off. Just remember to save a bit of your D-Counter for what comes next.

Or, if you want to get things done quickly, transform to a dragon in the first moments of the battle. Charge up three times and do a single Hurricane to kill both of the sidekicks, and then use a Twister to finish Elyon off. Selling your existence over to a Dragon spirit, 10 Percent; Beating Elyon and making him look like a tool, almost 12%; Completely conquering the toughest fight in the game without letting the boss even attack, Pricele ... errrr, nifty.



POWERGAMING

You will notice that there is an incredible Party XP bonus if you kill Elyon and his buddies in a single round (using dragon form). If you kill Elyon's buddies in a single round, every round, for 3 turns, the total Party XP bonus is almost 40,000! That is extremely nice.

Now, you could always do that and give up, couldn't you? Go back to the last telecorder, only a few minutes back, and do this all over again. Imagine building up 1 Million Party XP in under two hours and restarting the game at around Level 60 for the entire party. If you want an easy shot at a Dragon Quarter, this is your chance. Sit back and enjoy the ride.

Elyon has a noble spirit that many of the leaders down below lack, and it is no sacrifice to leave him alive after you defeat him on the lift. He is the last of the Regents who will stand in your path and there is no need for more bloodshed. Yet, as you descend from the lift terminal, something is still wrong about the world around you. A force is manifesting within your body and beyond it. Perhaps the final confrontation is still at hand!

BOSS: BOSCH

Defeat wasn't enough to stop Bosch. Mortality wasn't enough to stop him either, and he believes that your dragon spirit won't save you from him now. The time has come to see who is willing to sacrifice more of his humanity for this ultimate victory. You fight for friendship and for hope that all these efforts can save a doomed life. Bosch fights for rage and supremacy. Though only one cause is noble, both are overwhelming, and everything hangs in the balance.

Inside the final elevator, you must stop Bosch. At first, the battle against him is survivable without giving in to the dragon. If your party is extremely well skilled, you can use Full APs and 7th Sense items to deal major damage against Bosch. Defensively, Bosch is still somewhat vulnerable; he isn't much scarier than many of the Regents that you have already defeated.

Offense however is Bosch's strongpoint. Bosch is stunningly good at bringing substantial damage to bear against a single target during any combat round. Even with full hit points you might lose Lin or Nina (or even Ryu) when Bosch moves in. If you don't have Tonics, there might be a lot of trouble. Without healing items and Tonics, it is better to move straight into dragon form.

To beat Bosch on a level playing field, save up to full AP bars before making attacks with each person. Stick to single-target battle skills and small combos (Side Slash moving quickly into Slice for Ryu, openers with tight combos for Lin, etc.). Have Nina on Transfer duty, most certainly to keep Ryu at full power, and have Lin whittle away with light attacks.

Make sure to have shields with skills for reducing damage or negating attacks. A full spread of defensive shields would be great to have for this encounter!

If you really want to get Nina involved (without making her into the usual Transfer AP platform), have her drop circles and use Lin to push Bosch back into them. This is not the most effective use of your party, but it does give everyone a chance to take a swat at this recurring foe!

This is the last fight where items make a difference. Throw every Attack Boost, Range Boost, and 7th Sense into your options, because it won't matter after this!

If you run out of Tonics or have about 20% of your D-Counter points left, you might as well go straight into dragon form. To kill this form of Bosch will only take about 10% of your D-Counter, so you will still have leeway in the remaining challenges.

As a dragon, it is best to use the same technique that makes the Regents quake in their boots (Three Dragon Charges and two Twisters will reduce Bosch to rubble). Two Charges and three Twisters will cost a tad less and will work often too, so it really doesn't matter unless you are truly scrapping the final stages of D-Counter madness!

If you are on a D-Counter budget, try to do things the slow way and only transform when Ryu runs the risk of going down without being able to come back. If Nina and Lin are down, your Tonics are depleted, or things just seem hopeless, it is time to use the D-Counter, come what may.

Should you get to this encounter without enough Counter points, try to do the Elyon fight over again without quite as much waste there. If you still don't have enough going for you, it may become a necessity to restart. There is nothing wrong with this; restarting is a lot of fun. Use the Elyon fight to score a ton of Party XP and run through the game again with astronomic levels. This end fight is a bit challenging the first time through, at its worst, but you will breeze through the whole process on a second play.

Whatever the case, Bosch will not last well against your party this time; if you are high enough level to survive his major attacks or if you have the D-Counter points to use against him, the battle will end soon enough.

By now, everyone knows that it isn't safe to defeat an end boss from an RPG; that just makes them stronger and even more determined to get your party. This is no exception with Bosch and his hatred of Ryu. Without any care for the future, Bosch gives in to the dragon spirit and turns himself over to fury. Now that your adversary is a dragon too, things will change quickly.

BOSS: BOSCH AS DRAGON

Nothing can hurt Bosch now. He is stoppable, unforgiving, and evil! Well, Ryu could transform into a dragon and teach this villain a lesson instead. That sounds like a perfectly wise solution.

This fight is meant to be a case of dragon against dragon. It doesn't matter what you do with the ladies because they are absolutely outclassed by Bosch now (they have grace, wisdom, and beauty so Bosch had to get something cool that they lacked). It's time for Ryu to finish everything without remorse.

Transform and do three Dragon Charges. Two Twisters will break Bosch and throw his splintered body across the lift. Nothing he does can change the fact that you are better than he will ever know.

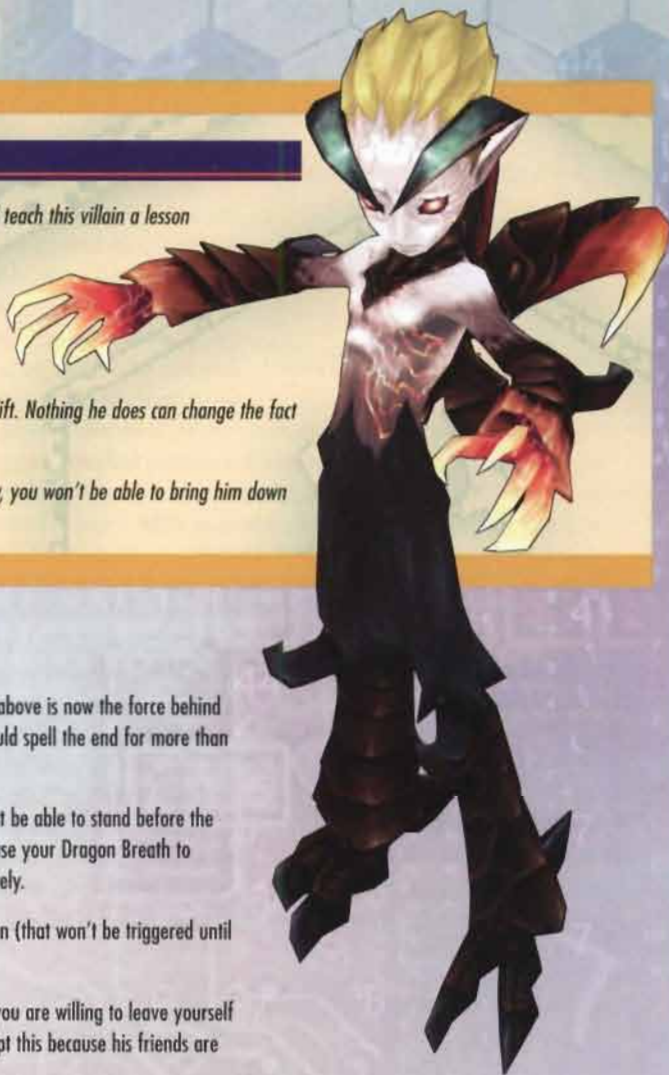
There are no subtleties here. Transform and get things done. If you don't have the points to kill Bosch off quickly, you won't be able to bring him down slowly. This isn't a strategic battle; this is a hit or miss slugfest.

No matter how hard he tried, Bosch is spent after this encounter. The only barrier between you and the heavens above is now the force behind the transformations and destruction. This is what the Regents did everything to prevent, and what comes next could spell the end for more than the party. Can Ryu face a dragon in its most destructive manifestation?

The power of the dragons can reach across time and mortality itself. Before you are able to see the sky, you must be able to stand before the full power of the wyrms and defy that existence without flinching. As you regain control after a brief sequence, use your Dragon Breath to attack the dragon. No matter how many Counter points you have, the dragon's shield will absorb the attack entirely.

You can fly around the room for fun before doing this, but this confrontation is meant to have only one conclusion (that won't be triggered until you expend every D-Counter point).

You knew that there would be great sacrifices if you wanted to reach the sky, and this is the place to prove that you are willing to leave yourself behind so that the others can survive. The honor and actions of heroes will long outlive their doers. Ryu can accept this because his friends are worth it. That is why Bosch dies alone, in the end, and why you will always carry victory at your side.



THE COLONY



There are Fairies in almost every town that you reach in *Dragon Quarter*. You will see these small ladies hovering in the air, usually not far from the center of town, and they are more than willing to speak with you. Any of these Fairies will give Ryu a Fairy Drop that will take you to the Colony, where ants are looking for a leader to help

them excavate their region. This item should stay with you at all times, and it can be used in any area where there aren't monsters nearby. You won't only find items, money, and fun in the Colony, but the ability to create stores. This provides your group with a place to sell extra equipment and items during long dungeon crawls. Nifty!

RECRUITING AND TRAINING ANTS



The first order of business is to get a hefty group of ants under your employ. It will take a few thousand Zenny to get the Colony to the point where it's self-sustaining, but even a few hundred Zenny will get some things started. Until you have all 20 slots for your ants filled up, you'll find three new recruits waiting for you at the

Colony entrance every time you arrive. Check in frequently at first, as you are building up a host of workers. Make sure to deposit money with the Fairy in front so that your workers will be properly paid for their duties.



From the front of the Colony you can access the Orders screen. This lets you assign your ants to various activities. Excavation will take up a lot of your time and attention for a short while, but eventually you'll have a full selection of businesses to select for your colony's room. There are ten possible businesses to run and ten rooms that you can uncover to put them in (the math works out pretty well there).

Ants usually seek employment when they're very young. As the ants work or train, they'll progress in whatever field you've chosen for them. Despite each ant's starting stats (which vary tremendously), all of your little creatures can find a niche wherever they end up.

Working in business will make your ants Smarter, the arts will improve their sense of Taste, and tougher jobs give your ants more Guts.

Guts determine the Hit Points of your ants, and this will mean a lot when they have to leave the safer areas of the Colony. During excavation and exploration, ants stand in the way of danger. If an ant doesn't have enough Guts, certain accidents can kill them off outright. No ant deserves an end like this, so try to put your most hardy ants into the tougher jobs. Of course, you won't have much choice in the beginning, so salute your brave soldiers and put them all to work as you expand your empire.



Smarts is the stat that reflects the intelligence of each ant. This attribute is important for merchant activities (Banking, Newspaper work, Review Board judgments, etc.). Try to put your smart ants into these businesses, because you'll earn much more money when they're in charge. You'll also find that those businesses are a lot more flexible when intelligent ants run them. Shops gain items faster; the Bank always seems to have the best foreign options for you, and more.

Taste makes for a fine Cafeteria, wonderful music in the Concert Hall, and a happy society. Most of the time, ants with Taste won't be able to get your party anything special (although creative businesses will make more money when they have ants with Taste under their employ). Still, you want your ants to be all that they can be when it comes to their talents.



Each statistic can increase from 1 to 100, and some of your best ants may reach 100 in all three of their stats! As ants age, they gain much higher attribute scores, but the end of an ant's days is usually not far behind once they start to max out their abilities (ants die before or around their fiftieth birthday). It's a sad fact of colony

life that you must hire new ants every now and then to replace those who have gone before. Training centers are great for getting young ants up to speed to try and fill the void that their skilled elders have left behind.

EXCAVATION

Before you can do much of anything in the Colony, you'll need to have your little workers get into the dirt and excavate the entire area. This will take three full teams of workers a moderate amount of time to complete. If you start on this very early in the game, it won't take too long before you have a working colony.



There are several obstacles that you should keep an eye on during your excavation work. Ant Lions have taken over a number of caverns in the Colony. When you are close to breaking through the walls on an Ant Lion cave, make sure that you have a well-rested group of ants in the lead. Even though your troops are good at dealing

with these massive beasts, they can take some serious losses if they are young or are already injured.

Rocks in the soil can cause certain tunnel areas to collapse. This is a one-time threat because the ants are such good engineers, but the initial group to tunnel through a rocky region is subject to real danger. There are a couple of ways to deal with this. The dark way is to have your third excavation group almost empty (have one or two ants in the regiment). When the tunneling nears the dangerous rocks, put the tiny group in charge of the clearing. If there is a rock collapse, you won't lose many of your workers. It is even better if you have a lot of tunneling time (so that you don't end your turn under the rock) and a Smart group of tunnelers to do the work. This seems to raise the odds that the rocks won't collapse until after your party has safely passed into the lighter soil.

There is only one watery area in the Colony, and your first group to break into this cavern (in the lower right side) will probably lose some workers to drowning. Again, have the smallest group possible take the risk for everyone else.

If a group does take some injuries, it is best to take them off of the lines for a little while and let them rest. Unless you like the cost of buying and training new ants, this is still fiscally a sound idea, and it is obviously an ethically wise move. Your ants trust you to take care of them.



While tunneling, there are a few good things that your ants will run across. The first is your goal, the usable caverns of the Colony. Ten rooms are down there in the dirt, just waiting to have your people clearing them and move on in. Your ants will find them without much of a problem once you take the time to explore the three

starting paths to their conclusions. A final cavern is revealed at the base of the area, where Kokon Horay has rested like a dormant volcano for many ages. Uncover that wondrous entrance to gain access to a 50-level dungeon with treasure, monsters, and a battle that will test all of your skills.

Another interesting event happens when your tunnelers uncover hidden tunnels. Some of your smarter ants will always be keeping their eyes out for these tiny passages. There aren't too many important items and such inside these small caverns, but you will find some Zenny that will pour nicely into your ants' coffers to fuel your expansion. You don't really have to have very powerful ants to find these; usually you will just be told about a new cavern or two when you return to the Colony.

RESEARCH

Use your Labs, one of the two starting businesses, to research new types of activities for your ants. Your most intelligent ants accomplish this best. Keep an eye on your Smart ants so that they can also be put into work within other businesses, for research is a key aspect of many places in the Colony. Markets, Banks, and many other businesses research items and options, so you will need a ton of Smart ants to keep everything running smoothly.



As an example, consider the Skill Market. Skills appear in the Market over time, and your people will come to pick those up and learn them. This is a nice boon for your party, but those skills take a while to show up. In the middle stages of your Colony's life, you will need to encourage a massive flood of brainy ants into your ranks. Go to the Training Centers often to ensure that everyone is hitting the books hard, and build extra businesses that are good for raising shrewd ants (more Markets and Banks). These are businesses that more than pay for themselves financially, so you won't be losing out on anything by doing this.

BUSINESSES

All of the businesses in the Colony are subject to your control at all times. You can put ants to work, fire them, move them to new jobs, or do whatever you please. Although thoroughly immoral, this supreme level of Federal control of the national workforce is useful for your growing economy. The most important thing for you to do is decide what you want out of the Colony. If you want a spare selection of weapons and armor, then build up a few Markets for your characters. Interested in making a ton of money? Build a Bank. Or are you the type who just enjoys building micro-worlds? Go for a Cafeteria, a Concert Hall, and a few more of the peripheral ant buildings. The Colony can improve your party or just exist as a place for you to nurture as you travel through the game. Get what you want out of this part of Fairyland.

Because the Colony is continuous throughout resets, death, and game completions, you won't have to worry about losing your progress. One odd thing about this is that time is measured in enemy kills instead of actual time passed (probably to keep people from leaving their PS2 on overnight). This means that there is only so much that you can accomplish in the Colony without winning the game or being forced to restart. That is fine, but it is something to be aware of. If you want to play the ant game as much as possible without worrying about getting anywhere in the main game, simply replay the first few areas of the game and restart; these sections are fast, have a number of easy enemies, and won't give you any problems.

Market

The Market serves several major functions. You can turn this nifty business into a Skill Shop or use it as a spare Equipment Shop for one of your characters.



As a Skill Shop, the ants will do their best to come up with some new skills for you. On the whole, they will find skills that are somewhat rare. You will likely know a number of them already, but there are often a few new ones in the mix. It is worth doing at least a single run of the Skill Shop in the beginning so that you can grab these extra skills. After the skill shop has reached its limit, move on to a different store type. Even redoing the Skill Shop won't get you a different set of skills, so it is necessary to move on.



The Equipment Shops are nice because they too will end up with a rare selection here and there. You can find some very powerful weapons and armor for your party pretty early in the game if you focus heavily on developing your colony. You will need a lot of cash to buy these goodies, but that is something that the Bank can solve (see below). Although the best items a Market can research are not the finest pieces of equipment in the game, the Colony will give you access to these items fairly early on. If your Banks are beginning to spill money out the front doors, this is a great way to convert some of that cash into power for your growing party.

The earnings potential of Markets is moderate. It takes a group of ants with Smarts and business savvy to make you a substantial profit in this field.

Lab

The Lab is the most important business to put your ants into (for the early stages of the Colony's development). It is here that ants come up with ideas for new businesses to build. If you want to really see your Colony expand, put ants with enough Smarts to innovate.

Once all of your businesses have been researched (there are 10 total businesses), you should switch any Labs that you have over to researching items. This will get you a few nifty trinkets.



One item that comes up very early in the rotation is a Golden XP ticket, and these are quite useful for getting your party a boost into those highest tiers of power. You can tear down and rebuild Labs to get more of these if you so desire. Each time, the list will be researched anew. Do this 20 times to max out your XP potential;

you aren't allowed to carry and use more than 20 Golden XP tickets at a time.

The earnings potential of Labs is nonexistent; Labs soak up your money and don't give you back any Zenny. Of course, you get items and such instead. Beyond the Golden XP tickets, you won't get a lot of exciting stuff from the Labs. As far as time and return on investment goes, the Golden XP tickets are fast and potent, and the rest of your Smart ants are often better spent in other fields once you have enough of those.

Cafeteria

It's hard being an ant. Dungeon dwellers like to take a chomp at you whenever you pass, the Ant Lions are always waiting for a snack, and the Burrows only know what could be down in the lowest levels of the earth. Your little guys and gals would love to have a place to cool off and think of good times. Build a Cafeteria to give them such a place.



For a Cafeteria to draw a real crowd, make sure to place ants with real Taste at the head of the project; your ants don't want swill to break their day's monotony. This will pay for itself by drawing a fair profit. The money is actually pretty trivial compared with some of the other uses of businesses in the Colony, but your workers deserve the love, eh?

The earnings potential of a Cafeteria is moderate. You won't make a ton of money with a Cafeteria, but you will likely earn a profit. If you enjoy playing with your ants, then go ahead and build one of these just for fun. Obviously, a group of ants with low Taste won't run a very good Cafeteria and your income will suffer for it.

Explorer

If you have a strong and daring ant to spare (who isn't long for this world anyway), build an Explorer's Guild and let your boldest ants head out into the cold world outside of the Colony. These dare-doers will bring back small items as a token of their travels, and they will gladly give these to you. It's very hard to get an ant up to the point where it can go into the most dangerous areas and survive, but you can find some interesting items that you might have missed by doing this. On the whole, this is a very difficult business to work on.



For the best chance of success, try to have your explorer ants work out at the Trainers until they reach a decent age. Focus on Guts and let them build themselves into a real fighting machine. After that, slowly push them through the dungeons to see how much trouble they can take.

You won't make any money from the Explorer's Guild in a direct sense. It's up to you whether this is a worthwhile investment. Most of the low-level dungeon areas will have the ants bringing you equipment that isn't even worth taking to a store to sell. The highest dungeons might net you something novel, but it's a lot of time that could be spent sending your party back through those levels instead.

Concert Hall

The Concert Hall exists mostly for your amusement. The ants here will research various tunes from the game's selections. Once finished, you will be able to listen to these melodies at any time you see fit. If you are building up a colony to support your party, this is certainly one of the weaker businesses to look into. It doesn't take too many ants to start building up a large selection of music (it just takes a fair bit of time). If you do want to have a Concert Hall, just put an ant with style and a sense of Taste so that you end up with a musical prodigy.



The earnings potential of the Concert Hall is substantial. If you don't have the funds to directly bankroll all of your ant operations, a well-staffed Concert Hall can help out a lot. Train three ants in Taste and put them in a developed Concert Hall for a couple hundred Zenny of profit. This by itself will take care of several negative income operations.

Bank

People build banks so that they have a safe place to put their money. In *Dragon Quarter*, money is fairly safe as it is, but you would be wise to look into banking as a means of increasing your wealth. Sure, Checking and Savings accounts are fairly slow for accumulating wealth, but the Foreign markets are the key to ludicrous wealth in this game.



Checking offers a place to deposit money and watch it grow steadily (though slowly). You receive half of a percent increase in your account size for every 10 foes you slay from the world outside the colony. This is safe and simple, and you can come back to grab your wealth at any time. This amounts to an interest rate of 5% for every 100 kills you make.

Savings have the down side of locking your money away for either 100 or 500 fights. This is a huge bummer, of course, but the interest rates are tremendously higher here. In fact, the difference is so much that the improved compounding of Checking account interest does not even come close to pushing it over the top. See the following table for a better view of what the three account types can do for your money.

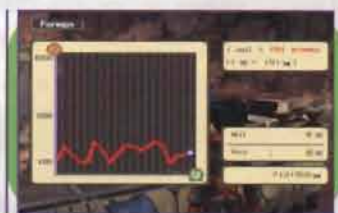
Bank Accounts

Account Type	Interest Rate/Kill	Compounded Every	Withdrawal
Checking	0.05%	10 Kills	Any Time
Savings (Big 100)	0.1%	100 Kills	After Compounding
Savings (Super 500)	0.2%	500 Kills	After Compounding

This table makes it look like the Big 100 accounts will get you twice as much money as a Checking account (over the same period) and that a Super 500 account will get you four times as much. This isn't entirely accurate because of interest compounding, but this isn't enough to weaken the long-term potential of Savings accounts over Checking. The following example should clear things up. The small figures below show what would happen if a person invested 10,000z in each of the three accounts for 500 fights.

Interest Example

Checking Account	12,832z
Big 100 Account	16,105z
Super 500 Account	20,000z



If you plan on throwing a ton of money into the Bank for the long haul, this shows that the Super 500 plan outdoes its competitors by a very nice margin. Of course, the Checking account has its place for people who will constantly be adding to their account. The only plan that really falls through the works is the Big 100 Savings Account. It just isn't that fiscally sound to go with a plan that still locks away your money but doesn't even come through on the interest rate.

We still haven't talked about the big time moneymaker. Foreign investments are what make the Colony thrive. Dals and Mils are the commodities that you will quickly gain access to. The markets for these items are somewhat constrained, so you won't see either one crash or go into a super boom. For what you want to do, that is very good news indeed. Once you have around 40,000 or so Zenny to invest, this is the path to glory. You can even start much earlier and still turn a very nice profit without waiting for very long.

At first, when you only have access to Dals, watch the market carefully. Dals don't fluctuate nearly as much as Mils do. When the price gets into the low 80s, pick up a full group of Dals and sell them at 100+. This doesn't take long to happen, and you will see a tidy increase in your finances. This is still child's play compared to the Mil market.

Mils can fall as low as 80 as well (which is an absolute steal). Grab everything that you can possibly buy at this rate and pop your head into the bank over the next hour of playing; at some point, the price will climb back to 200, 250, or even 300. Sell, sell, sell!!! Repeat this process to reap absurd, lewd, unreasonable monies (yes, money needs to be plural when you are making this much of it). After doing this several times, you will be buying up real estate, consolidating your empire, and probably having a private tunnel dug to the surface just to make life easier for your party. Hard work and dedication are the best ways to seek self-fulfillment, but the Foreign market is your path to kingly wealth.

There will be some times between selling your stock and waiting for the next price depression. You may wish to use Checking accounts during the interim so that you aren't letting your money rot. If you hit the money cap and are looking for things to do with it, consider buying expensive equipment, putting more money into the Colony account, or building a second Bank for investing even more money. By that point, you will have practically infinite wealth.

Not only is the Bank perfect for making money through trade; if you put three Smart ants in there, the Bank will generate its own money. Life couldn't be better in the Colony.

Trainers

The Training area gives your young ants a great opportunity to focus on the path that you wish to push them toward. Walk in there and tell your little guys whether to train in Guts, Smarts, or Taste. Come back after a number of kills and your hatchlings will be ready to enter the workforce. Almost all of the ants will try to focus on Guts if you don't tell them to do otherwise, so walk over to the Training Center every time you put an ant in there.



You can't make any money from the Trainers, but this is still a wise investment in the long run. Well-trained ants today mean riches tomorrow. Remember to take your ants out before they reach old age. There is no reason to have an ant train from birth till the grave; eventually, each ant needs to head out and make his or her mark on the world. Depending on your colony's needs, age 10-20 should be fine for this. Take the ants out earlier if you are still struggling to get all of your businesses up and running, but wait a bit longer if you have a lot of money and a well-established infrastructure.



Newspaper

Perhaps no business in the Colony is harder to run than the Newspaper. Because you need to have all three slots filled for the place to run at all, it is somewhat tough to get one of these going during the early stages of the Colony. Later on, you still will need to be quite careful when choosing the workers for your local paper. You will need a writer, a desk ant, and a designer. This will take Guts (for the writer), Smarts (for the desk ant), and Taste (for the designer). Make sure that you manually assign everyone to the proper position so that you don't have Mongo the Basher trying to copy-edit Cutie Artjoy's "Hardball" report on Renaissance poetry.



Talk to the ants in your paper from time to time so that you can read their publications. Some of the headlines from the news section are amusing.

The earnings potential of a quality Newspaper is fair, but it will take a lot of time and work to make this happen. Wait until you are comfortable with the rest of

your colony before taking on this challenging new frontier in business. If you don't have the appropriate ants in each slot for your paper, the entire business will fail to produce any income.

The Review Board

The Review Board is a really rewarding business on several levels. Throw a few Smart ants onto the review panel, and you will soon find a number of challenges coming online. Take a look at these and go after the ones that you feel safe trying. On the whole, the rewards for these quickly add up, and you will be in much better shape throughout the game if you get what you can out of them. Another benefit of this business is that you can take a look at several interesting party statistics (such as the number of monsters defeated, best Nugget price that you fetched, and number of battles).



These are the challenges that you can unlock from the Review Board. If you have trouble completing any of these challenges, read the next section to get some hints toward victory.

Chicken Runner is a very easy challenge. You have to run away from nine battles.

Find a place where there are enemies fairly close to a yellow door and lure them close to the exit with food. You should start your battle and ditch as quickly as possible; repeat this nine times for a truly easy challenge passed. The reward for this mission is Lin's Come Here! skill.

Combo Master asks that you complete nine combination attacks in a row. Build up your Ability Points and make this happen. You won't have to spend a lot of time with this challenge.



Goo Slayer requires you to slay nine Goo creatures. It is nice if you get this challenge before you go very far into the game; several of the early dungeons are filled with easy Goos, and this makes for a simple victory. If you don't try Goo Slayer until late in the game, you will have to search carefully through the last couple of

dungeons to find your targets. It may be necessary to restart your party to pass this if you run out of monsters to kill. The reward for this challenge is 30,000z.

Technician is the award given to a person who can win nine battles without taking any damage. The difficulty of this mission varies a lot, depending on your place in the game and on how far you are willing to take things to get this award. To guarantee that you win, save somewhere nice and simple and then use Ryu's dragon powers to completely overcome your opponents. Give up after you get your award and your D-Counter will be reset. To beat this without resorting to such brutal tactics, find a place in the next dungeon that has a few open hallways. Usually, food can pull enemies away from their buddies in such places. Have your people bum rush the monsters like this to ensure easy fights until everything is over.

Duke Hunter is entirely easy in the first dungeon. You have to kill nine Duke creatures to get the award. Early in the game, this is very simple. If you have to wait until later, you will find some very tough Dukes in the final few areas in the game. As with many other challenges, this is one that you may have more fun completing if you wait until your second run through. Either way, finding the Dukes is the only bother; beating them is never too much of a challenge. Well, maybe in Kokon Horay, but that is a worry for another time. Your reward for this challenge is 1,000 Party Experience.

1-Round Warrior is more fun than a barrel of Goo Elements. You need to whack out nine victories in the first round of combat. This is another challenge for the early game or for controlled areas. Use meat and bombs to soften your enemies and then go in for the kill. If you don't get jumped by anything horrific, this should be a fairly easy task.



Tri-Buster can be a real pain. You must kill nine of the triple-headed monsters that appear sporadically throughout the game. The problem is that a lot of dungeons just don't have nine of these beasties at once. Get this challenge toward the end and be patient enough to wait until it's completed.

Hard Puncher is about as much fun as they come. Your goal is to deal 1,000 or more damage in a single round with your main character (without going into dragon form). This is very easy if you are of moderately high level, and it is still doable even if you aren't. First off, find a place that has seven or more enemies that you can pull together with food. If you pop an AP Boost to start off the battle, or have Nina Transfer her Ability Points to you, you will have many attacks to make during your round. Use Side Slash to hit as many of your enemies at once as possible. If you can get seven or eight enemies in your sights at once, that 1,000 mark won't be hard to grasp. Even doing 20 points of damage a strike would be enough if you were hitting every monster with 9 Side Slashes! Using elemental blades against weak creatures to that element is another obvious way of getting this done. The reward for this mission is Ryu's Celtis +9 blade.

Bat rooms are always nice for getting this mission done!

Robocrusher is another kill nine-enemy challenge. Find and destroy nine machines to win. Early on, this is very tough, but there are entire dungeons of machines near the upper levels, so bide your time and get your victory then.

Stockhouse



Nuggets are cute and fun to play with. Honestly, they are pretty tasty too. Sulfur-eating bacteria and underground fungi don't make for the most appetizing diet, and people just can't help but fall in love with recipes like Nugget Roast, Nugget on a Stick, and Not-Chicken Nuggets. Your job with this business is to raise yummy and

large Nuggets for public consumption. The short and sweet version is to put some ants with Taste in here, feed the Nuggets well, use Multimed on them if they get sick, and then sell them at the best time once they mature. If you want to make any serious money from the Stockhouse, it takes a lot more work than even the Newspaper. If you are willing to take the plunge, invest your money, throw in substantial effort (and sell a bunch of cute little Nuggets as meat), and then read on for a more detailed analysis of the meat market.

To pull back your sleeves and become a serious breeder, put some of your best ants with Taste in here. Those ants will be able to research the better food types for raising your Nuggets; you won't have to feed them the low-cost and low-quality foods for long. Instead, you can select from the finished list and go after things that will raise the size and flavor of your Nugget. Proper feed will cost a set amount for every ten enemies that your party defeats (standard time progression in the Colony). These costs are not very high compared with the total running cost of the entire business sector, but this could give you some problems if you are already running in the red. Build a Bank and work your money up before playing with the Stockhouse if you are having any monetary problems.

After you have chosen the proper feed for your Nugget, it takes some effort to know the best time to sell the little guys. If you try to get rid of the beasts before they fully mature, you won't get a return on your investment. Wait too long, however, and the darn things will die on you. For the best mix of growth and health, try to switch between Brown Rice and Hay when your Stockhouse doesn't have many options and then try Vita Vine and X-Soda once you have unlocked these expensive food types. The thing about the higher cost foods is that they do pay for themselves (although not by a gigantic profit margin). X-Soda, as an example, will raise the value of your Nugget by about 200z per period. That by itself won't get you a profit, but if you sell your Nugget when the market is at its best you will realize a profit of 100z for each period of X-Soda feeding.

Look at the table below to see the prices for the main feed items and for an idea of what they do to your Nugget.

Feed Types

Name	Cost	Effect
Weeds	Free	Nugget stats will not change much
Hay	20x	Slightly raise size and flavor
Brown Rice	60x	Keeps Nugget from getting sick
Fatgrass	60x	Raise size quickly
Tofu Grass	100x	Well-balanced, for both stats
Vita Vine	100x	Another healthful choice
Yummy Root	100x	Raises Nugget taste quickly
X-Soda	200x	High increase in stats



If you talk to your Nugget, you will also have the option to feed the calf a treat outside of its normal feeding pattern. Ironically, you are given a list of mostly Trap items to do this with. Fresh meat is a nice treat for a thin and healthy Nugget, and Multimed will help a sick Nugget get onto the road to recovery.

When it is getting to be a good time to sell your Nugget (after it has matured), you will see a notice on the main bulletin board at the front of the Colony. This notice will let you know that your Nugget has grown up and is ready for sale on the open market. Check fairly often with the Stockhouse Fairy after this to see how things are in the meat market. If things go through the roof, she will tell you to sell immediately (and you should). Otherwise, wait until the market is very high and let your Nugget wander off to a new home at that time. Obviously, you can't wait forever to make these sales, but you have a fair amount of leeway if you start looking early instead of waiting for your Nugget to be in perfect condition before even considering the state of the industry.

The thousands of Zenny that your best early generation Nuggets will fetch won't exactly pad the Colony's coffers. In fact, you won't be making much more of a profit than the Concert Hall. This is a much more rewarding and personal business, though, and some people will have a very good time with the Stockhouse if they give it a chance.



FAIRY DUNGEON: KOKON HORAY

The bonus dungeon is hidden away in the depths of the ant's territory. After you've gone into the Colony and excavated all the way down to the bottom levels, you will find Kokon Horay. This dungeon has 50 levels of extra battles and treasure, but there are many obstacles that will threaten your survival. When you're ready to take on this final challenge, read through this section and get a headstart on beating the evils that lie within.



As for getting to the doors of Kokon Horay, make sure that your excavation project is in full swing. Any time you look at the excavation area of the Colony, you'll see that there is a gloomy dungeon entrance at the bottom of the screen; this is your target. The ants that take the right path from your entrance in the Colony will be the ones to uncover Kokon Horay, although they will be slugging through some tough territory to win their prize. If you wish to make it into the dungeon as quickly as possible, focus all of your efforts onto this side of the Colony. It won't take too long to burrow through everything. Some rocks and water are in the way, and you may lose a few ants, so don't put any of your best workers into the group as you approach these obstacles.

Once the dungeon is uncovered, your party may go there through the Move command in the Colony. You can do this any time you go to the Colony, but do not tread lightly into danger.

GENERAL TIPS

You don't get to take your normal party into Kokon Horay. Instead, your group will be reset to the first level of the dungeon when you enter (or reenter) the dungeon and you'll have a level one party. Don't worry; your original levels have been saved and will be returned to you when you exit the dungeon. Any Stat Boosting items that you've used will be removed for the foray into the dungeon, but you'll get those returned to you as well.



Still, this presents a substantial problem for the trials of Kokon Horay. You certainly don't want to start out at ground zero. Luckily, you'll have your equipped items and a full inventory. This obviously works to your advantage. Having a nice spread of statistic-increasing items (Power meals, Protein, etc.) will make things a lot easier. It's even better to have at least 200,000 or more Party XP to kick things off. For the goodies inside the bonus dungeon, it's worth the effort.

Before entering, save your game and have a massive supply of health items. Make sure that you take the best health kits that you can afford; four or five stacks might not be enough (depending on your party's power, nothing might be enough). Your level has to be pretty high to simply walk through this place, so take that into account. A level 30 party will have a tough time of the dungeon, especially without high-end gear. By level 40 or so, you should be able to go through Kokon Horay a lot faster and without as many tedious fights. If you spend the substantial time to amass XP for a 50th level run, you'll easily blast through everything that Kokon Horay has to offer. It's all a matter of time and preference.

When you're getting those health items, don't forget to bring a load of tonics along. If you have the final enemy of the dungeon down to 10% of his health bar and have Ryu drop, you will not want to open your menu and see that Nina quaffed your last tonic because she got thirsty. Don't let this happen to you. Also, keep a number of Multimed's with you as well; there aren't too many status effectors in the dungeon, but you will be hit with at least a dozen Binds (you'll need to get out of some of those).



Each level only has one room. This doesn't make the fighting any easier! You'll often be forced to peel enemies away from the center of a group so that you aren't overwhelmed by Genic firepower. Don't forget to bring a supply of meat to help with this! A nice stash of other trap items wouldn't hurt either. It takes money to make money, and Kokon Horay is all about that concept. This isn't a pleasure stroll through the garden. This dungeon is more of a pleasure cruise at night, through eel-infested waters.

Here's a bit of extra advice. If you aren't going to Kokon Horay early on in the game (for some of the gear in the early levels), then wait until the very late stages of the game. Do this so that you can walk into the dungeon with nine backpack pages. Having that many pockets will let you pick up and carry off a whole lot more loot. Even with all those slots, you'll likely have to run through Kokon Horay twice to get everything. The only alternative is to ditch some of the weaker items, and nobody really wants to do that - after all, you have to go through to get these goodies. If you are planning on getting every item, play through the first 15 to 20 levels and then quit. That is a lot more efficient on time than playing up to the 40th level and then having to turn back and start the whole process over for the final ten pieces of equipment.

The best-equipped weapons for this dungeon are probably Ryu's Dragon Blade, a high-end Magic Staff for Nina (the Wizard Wands are nice, but most of them are already hidden in here), and a Sniper Scope for Lin. For alternates, keep high-damage weapons with a wide selection of skills. There are a few elemental targets in Kokon Horay, but not enough to make it useful to bring loads of extra tools. For armor, choose one really light suit for everyone, one super defense suit, and an anti-status piece of armor for your third slot. Shield-wise, have one for stealing (there are a couple of skills down there), and two more with nice protection abilities. Physical damage reduction is a big plus; you will face a load of melee enemies.



TIP

Expect to run across Bind as the most common status ailment, although there are a few Virus-infested enemies.

WALKTHROUGH

A number of nasty fights and gloomy levels are ahead of you. Make sure that you have absolutely everything before you take that final step and descend to the first floor. The Fairies will try to watch out for you in the dungeon, but you won't find one of them in every level. Combine this with the problem that the elevators only go down, and you end up with some real risk-taking. Your party can't give up in the dungeon either, so there are no simple ways out. You will have to wait for a level with a Fairy to pull your party out, and there could be a few levels of monsters in the way of that. For this reason, you must keep an eye on your supplies and know well ahead of time if things are going to go badly.

Safety should come before valor in the decrepit halls of Kokon Horay.

AGGROSSER



L	HP	XP
24	380	130

FIRE	ICE	ELEC
50%	Heal	150%

DROP	STEAL
Weapon: Glacier +3 (1:2) Weapon: Glacier +2	Bug Oil

BEAK



L	HP	XP
30	580	120

FIRE	ICE	ELEC
100%	50%	100%

DROP	STEAL
Suit: Bindproof +2 (1:2) Suit: Stunproof +1 (1:2)	Wild Swing (1:2) Fresh Meat

CREEPSTALKER



L	HP	XP
33	400	300

FIRE	ICE	ELEC
100%	200%	150%

DROP	STEAL
AP Up	—

ARMSTRONG



L	HP	XP
44	1000	1200

FIRE	ICE	ELEC
100%	100%	100%

DROP	STEAL
Shield: Bangle +1 (1:2) Shield: Silver Arc	Skill: Kick (1:2)

BON APPETIT



L	HP	XP
21	40	42

FIRE	ICE	ELEC
200%	200%	200%

DROP	STEAL
Aid Kit	Wake up

CRUSHEDHEART



L	HP	XP
38	300	360

FIRE	ICE	ELEC
100%	100%	100%

DROP	STEAL
Reflex HP Up	Bomb

BAPHOMET



L	HP	XP
42	900	1000

FIRE	ICE	ELEC
50%	150%	100%

DROP	STEAL
Skill: Fireblast	Weapon: Pyromania +4 (1:4) Unlock

CEREBUS



L	HP	XP
60	600	500

FIRE	ICE	ELEC
Heal	150%	100%

DROP	STEAL
Weapon: Pyromania+4 7th Sense	Boost Power Boost Armor

DEATHCOW



L	HP	XP
22	530	88

FIRE	ICE	ELEC
100%	50%	100%

DROP	STEAL
HP Up Suit: Impact Seal +1 (1:2)	Skill: Wild Swing (1:4) Meat



DEVOLVE

L	HP	XP
26	600	145
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Suit: Slave Clothes +1 (1:2) Suit: Solid Ring +1 (1:2)		



STEAL

Stuffed Animal (1:2)

DUKE HUNTER

L	HP	XP
7	165	16
FIRE	ICE	ELEC
100%	100%	100%
DROP		
30x Bomb (1:4)		



STEAL

Dynamite (1:4)

DUKE LORD

L	HP	XP
75	1200	4000
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Heavy Garter+3		



STEAL

Skill: Third Eye

FIRE GOD

L	HP	XP
33	560	280
FIRE	ICE	ELEC
Heal	150%	100%
DROP		
Weapon: FireBlaster +3 (1:4) Shield: Astra Ribbon +3		



STEAL

Steal Boost Power

GARSNIPIER

L	HP	XP
22	460	120
FIRE	ICE	ELEC
50%	Heal	150%
DROP		
Suit: Ice Seal +2 (1:4) 120x		



STEAL

Skill: Blow Up (1:2)

GOO ELEMENT

L	HP	XP
10	150	50
FIRE	ICE	ELEC
100%	100%	100%
DROP		
[weapon of type it is killed by]		



STEAL

—

GOO PRISM

L	HP	XP
20	200	50
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Weapon or Armor (special)		



STEAL

—

DUKE

L	HP	XP
4	140	8
FIRE	ICE	ELEC
100%	100%	100%
DROP		
10x Suit: Bind Seal (1:16)		



STEAL

Skill: Ogre Slash

DUKE KNIGHT

L	HP	XP
60	800	1200
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Superheavy+2		



STEAL

Skill: Reflect

DUKE MAGI

L	HP	XP
12	200	38
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Bomb (1:4) 70x		



STEAL

Skill: Flare (1:2)

GARGANTUA

L	HP	XP
77	1000	5000
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Celtis+5		



STEAL

—

GIGANTIS

L	HP	XP
38	820	475
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Shield: Talisman+2 Shield: Hymnal+2		



STEAL

Skill: Ogre Slice

GOO KING

L	HP	XP
70	1200	1000
FIRE	ICE	ELEC
150%	100%	100%
DROP		
7th Sense		



STEAL

Sponge

GOO RUBY

L	HP	XP
17	280	80
FIRE	ICE	ELEC
Heal	200%	100%
DROP		
Weapon: Ruby Maser (1:4) Skill: Flare		



STEAL

Boost Power (1:4)

DUKE BATTLER

L	HP	XP
30	380	220
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Suit: Heavy Suits +2		



STEAL

Skill: Counter (1:4)

DUKE LEADER

L	HP	XP
8	200	18
FIRE	ICE	ELEC
100%	100%	100%
DROP		
50x Shield: Solid Shell (1:16)		



STEAL

Skill: Wild Swing

EBONFIRE

L	HP	XP
23	420	140
FIRE	ICE	ELEC
25%	200%	100%
DROP		
Fire Bomb (1:4) Suit: Fireproof +3 (1:4)		



STEAL

Fresh Meat (1:2)

GARPIKE

L	HP	XP
20	480	115
FIRE	ICE	ELEC
50%	Heal	150%
DROP		
Suit: Ice Proof +2 (1:4) 100x		



STEAL

Skill: Thrust (1:2)

GOO CRYSTAL

L	HP	XP
30	600	750
FIRE	ICE	ELEC
100%	100%	100%
DROP		
[weapon of type it is killed by]		



STEAL

—

GOO PLASMA

L	HP	XP
17	280	80
FIRE	ICE	ELEC
200%	100%	Heal
DROP		
Weapon: Plasma Maser (1:4) Skill: Jolt		



STEAL

Boost Magic (1:4)

GOO SAPPHIRE

L	HP	XP
17	280	80
FIRE	ICE	ELEC
100%	Heal	150%
DROP		
Weapon: Sapphire Maser (1:4) Skill: Frost		



STEAL

Boost Armor (1:4)

GUARD ANTS

L	HP	XP
11	175	34
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Protein Lurid Stone		



STEAL

Lurid Dust

KANAPHAGEDX

L	HP	XP
21	360	300
FIRE	ICE	ELEC
100%	100%	100%
DROP		
30,000z		



STEAL

—

LESSER KARON

L	HP	XP
13	300	300
FIRE	ICE	ELEC
150%	50%	50%
DROP		
Shield: Astral Breath (1:8) Item: Ghost Stone		



STEAL

Rotten Meat (1:4)

MAMA NUGGET

L	HP	XP
18	400	74
FIRE	ICE	ELEC
150%	100%	Heal
DROP		
Juku Suit: Plasma Seal (1:4)		



STEAL

Fresh Meat

PAPA NUGGET

L	HP	XP
46	1100	850
FIRE	ICE	ELEC
150%	100%	Heal
DROP		
Suit: Plasma Check+5 Weapon: AntennaDX		



STEAL

Bird Bomb
Fresh Meat

RAFFLESSIA

L	HP	XP
32	400	?
FIRE	ICE	ELEC
150%	75%	100%
DROP		
Suit: Sleep Check +2 (1:2) HP Up		



STEAL

Multimeds (1:4)

WONDER BOX

L	HP	XP
7	1000	7
FIRE	ICE	ELEC
100%	100%	200%
DROP		
Special		



STEAL

—

ICE GOO

L	HP	XP
28	420	240
FIRE	ICE	ELEC
100%	Heal	150%
DROP		
Weapon: Ice Cannon +2 (1:4) Shield: Astra Shell +2		



STEAL

Boost Armor (1:2)

KARON

L	HP	XP
49	1300	666
FIRE	ICE	ELEC
150%	50%	50%
DROP		
Weapon: Demonscythe		



STEAL

Rotten Meat

LIGHTNING GOO

L	HP	XP
38	710	420
FIRE	ICE	ELEC
150%	100%	Heal
DROP		
Thunder Rifle +4 Astral Ring +4		



STEAL

Boost Magic

NUGGET

L	HP	XP
2	90	5
FIRE	ICE	ELEC
150%	100%	Heal
DROP		
Fresh Meat		



STEAL

—

PETROPHAGE

L	HP	XP
24	500	150
FIRE	ICE	ELEC
200%	100%	100%
DROP		
Oil (1:4)		



STEAL

Skill: Explosion (1:2)

RUSTPHAGE

L	HP	XP
12	190	30
FIRE	ICE	ELEC
100%	100%	100%
DROP		
Loose (1:4) Shield: Solid Ring +1 (1:4)		



STEAL

Bomb (1:2)
Lurid Stone (1:2)

KANAPHAGE

L	HP	XP
7	120	100
FIRE	ICE	ELEC
100%	100%	100%
DROP		
10,000z		



STEAL

—

LANTERN BAT

L	HP	XP
6	120	14
FIRE	ICE	ELEC
150%	100%	100%
DROP		
Fire Bomb (1:4) Bomb (1:2)		



STEAL

—

MAHADEVAN

L	HP	XP
66	1600	1000
FIRE	ICE	ELEC
50%	Heal	150%
DROP		
Wizard Wand Glacier +6		



STEAL

Prox Bomb

PANTAGRUEL

L	HP	XP
66	1000	3000
FIRE	ICE	ELEC
100%	100%	100%
DROP		
—		



STEAL

—

PRIMA

L	HP	XP
31	30	63
FIRE	ICE	ELEC
200%	100%	100%
DROP		
Med Kit		



STEAL

Multimeds

TRILIZARD

L	HP	XP
41	1200	620
FIRE	ICE	ELEC
Varies	Varies	Varies
DROP		
Shield: Silver Arc Shield: Tricharger +4		



STEAL

Varies by Elemental type



FIRST FLOOR

Enemies

- 6 Nuggets
- 1 Papa Nugget
- 1 Mama Nugget

Treasure

Present



Who would've thought that Nuggets could survive down here? It turns out that an entire clan of the little nuisances has thrived under these dank conditions, but now they block your way into the dungeon proper. That Papa in there isn't going to let you steal his family away without a fight, and Mama isn't far behind!

Chop down some of the little ones outside of battle to keep things simple. Use meat to draw everyone out of their fortified area, and you can even use the ledges at the front of the room for a gun ambush point if you're worried at all by this encounter. Either way, the Mama and Papa Nuggets are the only true concern. When you're ready, grab them (one at a time if you can manage it, or if you're nervous). Fire softens these Nuggets well, and Ryu is perfectly crafted for taking the Mama down. If you eliminate everyone except for the Papa in the first round, then things should go quite well. You get a bit of free time because of the Papa's urge to heal his family with lightning (even if none of them are left). Finish any stragglers on the second round and move on.

The **Present** that you find in the chest is useless in Kokon Horay, but it will get you more items during the rest of the game. Monsters will tend to drop things more often after battle when you have some of these in your inventory, so keep this gift around.

SECOND FLOOR

Dukes are easy to peel away with meat, and that is a great way to keep this fight under control if you don't have superiority in levels. Use the front ledges for ranged supremacy, and keep doing these ambushes until the Dukes are a thing of the past. These are some of the weakest Dukes in the dungeon, and they really shouldn't be much of a threat. Still, this is a good time to practice your bait and ambush skills against these foes; they will be far more effective in the deeper parts of Kokon Horay.

Enemies

- 1 Goo Element
- 4 Dukes
- 2 Duke Leaders

Treasure

Impact Gear+4



THIRD FLOOR

Use another meat toss and have Lin at the front of the party. Once the bats have grouped, Lin can have a killer Extra Turn with her 30-Ability Point attacks. Many of these do extraordinary damage against bats, and this fight can pretty much be finished before it starts.

If the bats survive, have Ryu rush forward with Side Slashes and Nina turn to Area of Effect (AoE) magic for the finale. This isn't meant to be a taxing encounter.

Enemies

- 4 Lantern Bats
- 4 Aggrossers

Treasure

Magic Wand+6



FOURTH FLOOR

There are a number of Dukes on the flanks in this room. If you're powerful, try to use two sets of meat to bring everyone together for a massive rumble. Use everyone's AoE attacks and wipe everything out in the first round. If you are lower in level, then draw the central group forward first. This will get you into

a fight without pulling the flanking Dukes into the melee. Have Ryu block the Dukes from advancing on the ladies and then use a couple of Nina's magical traps to further contain the area. That Duke Battler is a decent taste of things to come. These new Dukes are better trained and extremely well equipped. Make sure that the lesser targets are out of the way before you turn your attention to the Battler. For defeating this heavy guy, build up Ability Points if you are having trouble. A full round of waiting seems like an eternity, but it pays for itself quite well on the following turn. Have Ryu try a Spiritcharge in the first round as well, in hopes of landing a nice hit or two during his big second round.

Enemies

3 Duke Hunters
3 Duke Magi
1 Duke Battler

Treasure

Blind Gear+4



FIFTH FLOOR

These DeVolves are hidden back on tiny ledges. If you don't want to engage in a fair fight, have Lin start the fight from maximum range. Without the ability to get to you quickly, each DeVolve will have practically no chance of dealing a point of damage to anyone. Nina and Lin get to have all of the fun, but Ryu can finally take a breather. If you want to be more aggressive, then have Ryu charge up and do things his way.

Enemies

3 DeVolves

Treasure

Bladesmack (Ryu Skill)



SIXTH FLOOR

The enemies are spread out on this level. You won't have the fun of an enormous battle, but you won't have to deal with the stress of one either. Use meat to pull out the Hunters, if you can get an angle on them. Many will try to use the ledges to stay away from you. If you have any problems, switch to Lin and let her start the skirmishes.

Enemies

6 Duke Hunters
2 Wonderboxes

Treasure

Blind Check+5



The Wonderboxes can be fun to play with, but you won't get anything good out of them in Kokon Horay. This is a place for battle and victory, not for gambling and jackpots.

SEVENTH FLOOR

This dungeon level isn't very fair to the enemies at all. There are two Deathcows that are stuck in the middle of nowhere. If you want to be mean, just have Lin snipe them into oblivion. If you have a bit more honor, courage, and the urge to use one or two of your precious healing kits, you could try to melee them across the gap. Still, why look a gift house in the mouth? If you're going to take the fight to the Cows, it's worth trying out Lin's Shatter skill. When the Cows are close and can't move out of the way, it's great to see her do rude and beautiful things with her cool toys. At range or up close, Lin really comes into her own in Kokon Horay.

Enemies

2 Deathcows

Treasure

Autorrifle+7



EIGHTH FLOOR

It's fairly hard to get into skirmishes with this group. The Dukes on this level try to stick together, and it takes a long time and some real skill to lure any enemies away without triggering a full fight anyway.

Lin and Nina should use AoE attacks to destroy the Magis during the first round of combat. Have Ryu work on finishing off survivors, and then turn everyone's attention to the Battler. Alone, this powerful Duke poses no major threat to the party, but he still will try to make a showing for himself. Break his armor open and take your victory. No Duke can stand up to Ryu forever.

Enemies

6 Duke Magi
1 Duke Battler

Treasure

Sleep Check+5



NINTH FLOOR

These lesser Goos won't be able to do much to your party unless you are surprised by them; make sure to be very aggressive about starting the battle so that this doesn't happen. Nina and Lin can take care of everything here, but Ryu can try to help out when it is needed. Nothing about this fight is new to anyone who has gone through a few of the regular dungeons in the game. These Goo creatures are not very strong, but you can use some fire and ice on them if things need a bit of a push.

Enemies

2 Goo Elements
3 Goo Plasmas
3 Goo Rubies

Treasure

Stun Proof+4



TENTH FLOOR

If you're up to it, lure the bats into a mighty cluster with your meat and ambush the lot of them with Lin's wide-area strikes. Have Nina use more elemental attacks to destroy the lesser Ebonfires and the Baphomet early on (Ice is fun for this, although the Mahadevan will laugh at you). To silence the Mahadevan, let Ryu loose on this larger foe with all his fury. With all of the other targets dying, this bat can't keep up the fight. At worst, it will try to put some people to sleep, but this tactic is ineffective when there aren't other creatures to back it up.

If you don't feel comfortable about getting all of the secondary bats down in the first round, use meat at the front of the ledges to draw just a few of the bats closer. Getting into a fight with only one of the larger bats will make things a lot easier for a fledgling party that is coming through these levels without the benefit of heavy artillery.

Enemies

7 Ebonfires
1 Mahadevan
1 Baphomet

Treasure

Teleport (Nina Skill)



ELEVENTH FLOOR

Obviously, the Beaks are the real deal for this level. Just from the size and shape of the Beaks you will know what is coming; these guys are a lot like Deathcows, and neither are slouches in battle. The Beaks are able to Bind people now and then, and this makes things a bit more edgy if a fight is already going poorly. Use Lin and play to her strengths; if you trigger a battle where the Bon Appetits are staying, you can use her massive range with her best weapons to hit the Beaks long before they can make a successful approach. This erodes the constitution of these fierce warriors, and it will make Ryu's life a lot easier.

Enemies

3 Bon Appetits
5 Beaks

Treasure

Sapphire Master+5



TWELTH FLOOR

Use meat to group these enemies and then pour natural and magical fire all over them. Lin and Nina can devastate this herd of creatures without breaking a sweat. The Black Widows should go down before they can do much of anything, and the Rafflesia will be left alone to fend for themselves. Ryu should take all of his early attacks on the Rafflesia, for that reason, and will have at least a couple of them hurting by the second round. After that, things just degenerate into a standup fight.

Enemies

5 Black Widows
3 Rafflesia

Treasure

Bind Check+4



THIRTEENTH FLOOR

Rustphages are fast and can do a little bit of damage, so line your party up for major AoE attacks before this battle begins. One group of the Rustphages should be in front and a bit on the side, while the other is behind the larger enemies. Have Lin try to kill all of the close Phages during her Extra Turn, if possible, and then do what you can to kill everything else that adds to that fight. There isn't a whole lot of room to maneuver, so the enemies may waste a bit of time untangling themselves. Either way, Ryu is going to be tied up with the DeVolve and Gigantis when the time comes. These large brutes just take damage and keep standing. Consolidate the fight before trying to skunk the Gigantis, because he won't die as early as you would like.

For breaking down the large guys, you may wish to try equipping a Debuff weapon (one that is threaded with defense down-type skills, like Ryu's Rust Armor). Because it takes a number of attacks to cut apart a Gigantis, these Debuffs are worth it, especially for parties that are a bit lower in level.

Enemies

6 Rustphages
1 DeVolve
1 Gigantis

Treasure

Strong Sword+6



FOURTEENTH FLOOR

Lin is the queen of this battle. Aggrossers and Worm Men are both weak to gunfire, and AoE shots will weaken the entire field. Use meat so that you don't have to fight everything at once, and keep Ryu on those Worm Men (the Aggrossers will go down very quickly without their help).

Enemies

4 Aggrossers
4 Worm Men

Treasure

Impact Check+4



FIFTEENTH FLOOR

Any of your characters can obliterate these poor little guys. Lure them together with meat and take the entire cluster of them with a few simple strikes. If you take too long, these ants will start to protect each other and make things difficult for you, but the first round should see them put in the grave before that happens. Who knows why these innocent insects were here in the first place. They should have stayed in the Colony with all of your buddies.

Enemies

6 Guard Ants

Treasure

Duststorm (Shield Skill)



SIXTEENTH FLOOR

Before anything else, get ready to steal the Reflect ability from the Knights (if you still need it). Make sure to avoid doing this entire room in a single fight unless your party is wading through everything. The GarPikes aren't entirely weak, and Duke Knights are fierce warriors who can continue to fight even after your party has completely ganged up on them.

Enemies

6 GarPikes
2 Duke Knights

Treasure

Golden EXPerience Ticket



During the early rounds, use AoE attacks to hurt the Dukes a little while tearing up the Pikes. The goal here is to break the Dukes' armor before you go after them directly. It isn't pure damage that does this, but instead is based on the number of times you hit these fin cans. Group attacks let you thin the ranks while accomplishing this. Once the Pikes are down, try to break the armor of both Dukes as soon as possible; the tough part about this is that the Dukes' armor won't break until their turn of combat. This makes it a guessing game as to when to switch between hitting one Duke and the next. Over time, you will get used to this, but it takes a fair bit of practice and perception.

Once the Dukes have lost their armor, it is not a hard thing to bring them down. If you are very powerful, you can kill these Dukes before that happens, but this is simply not an efficient use of Ability Points if you are still fighting other enemies. Remember to stick with 10-Ability Point attacks when you are trying to break Duke armor. Sure, the damage is quite weak (especially for Nina and Lin, who don't have obscene 10-AP attacks like Ryu does). In the long run, that won't matter. This advanced Duke armor will block over 75% of your damage; getting the Dukes out of their suits will more than pay for itself.

SEVENTEENTH FLOOR

This is another battle where Lin can make attacks at very long range without much fear of reprisal. If you fire at an angle from the front ledges, the enemies will get chewed up. This doesn't work well if you get into a battle with everyone at once (because four of the six foes do have limited range), but it fares nicely if you draw out a couple at a time. There are no enemies here that are new or have special powers to be wary of. Enjoy the simple fights while they last.

Enemies

2 Duke Magi
2 GarSnipers
2 Konaphage

Treasure

Vari Ribbon+3



EIGHTEENTH FLOOR

Use meat to divide and conquer this group. Hit the DeVolves first because they are more maneuverable than the Worm Men. Get them to come forward a bit and let Ryu loose. Doing this, you can wait to fight the Worms until they are entirely alone. In that scenario, Lin is great for softening these high-hit point monsters. Lina and Ryu should finish all three of them in short order after a good EX Turn by the lady gunner.

Enemies

3 Worm Men
2 DeVolves

Treasure

Flame Blaster+5



NINETEENTH FLOOR

This dungeon level doesn't require much of anything from you. Group everything together with meat and descend upon them with AoE attacks. Nothing here will hurt you at all if you act quickly and slaughter your targets. That should not be hard to do.

Enemies

2 Prima
1 Bon Appetit
5 Aggrossers

Treasure

Lightwave



TWENTIETH FLOOR

The Black Widows are primarily thrown in here to distract you from the real threat. Even still, the sleeping Armstrongs need not be woken until the Widows have been killed. For the best chance of a victory without harm, focus on taking each Armstrong by itself; these creatures love their counterattacks but aren't very aggressive if you don't go after them directly. Save up APs for each run and then take out an Armstrong in one fell swoop. Don't use AoE attacks unless something very odd happens. On the whole, it won't pay off to wake all of the Armstrongs until it is the proper time to deal with them.

Enemies

2 Black Widows
3 Armstrongs

Treasure

Act Delay (Ryu Skill)



TWENTY-FIRST FLOOR

Try to take this group down in two fights. Even if things go wrong, the strategy for this level is fairly sound. AoE attacks during the first round will serve you well; this will make the high-hit point monsters of this level into much softer targets. Even Ryu should wade in there with his Side Slashes. Although your enemies may get a round or two of attacks off, these are foes without too much in their bag of tricks; if you have the healing kits, you will make it through this without any long-term consequences.

Enemies

5 GarPikes
2 Beaks

Treasure

Excel Suit+4



TWENTY-SECOND FLOOR

The Kanaphage are a pain to track down, and this level bears a lot more frustration than challenge. Keep Lin in the lead and shoot at anything that moves to trigger the fights. If you can't kill off the Kanas during the EX Turn, they will probably get a blast in at you. This is slow and tedious work, but nothing here should be able to take you out, certainly.

Enemies

2 Goo Prisms
5 Kanaphage

Treasure

Lockproof+4



TWENTY-THIRD FLOOR

This is a level with a lot more firepower to bring against you. It is not wise for even a somewhat tough party to go after seven Dukes at the same time. Try to use meat and bring a couple Dukes at a time onto the ledge toward the front. You can then ambush them with Lin and make them come all the way out to you in battle; this will have them arriving at the front line with almost nothing left to give. Three bouts of that and the Dukes will be nothing more than a memory.

As always, use low AP skills to break Duke armor.

Enemies

7 Duke Knights

Treasure

Fireproof+5



TWENTY-FOURTH FLOOR

After the last dungeon level, this one is a true cakewalk. Have Lin work on the Worms with Nina and Ryu as backup for her. In the fight when the Trilizard adds, continue to have Lin plug away at the Worm Men while the other two mop things up with the nasty Tri. Nothing new and nothing tough; this is quite deserved after battling seven Dukes!

Enemies

6 Worm Men
1 Trilizard

Treasure

Mirage Bomb (Nina Skill)



TWENTY-FIFTH FLOOR

Back into the thick of things. This is a level with a fair bit of danger, and you likely won't want to face all seven of these enemies at once. Get the Snipers and the Lizards out of the way with meat on the flanks. Fight them out of the Lord's eyeshot. When only a couple of enemies are left, take the fight to the Duke Lord and put some elbow grease into it. This is not a foe to be taken lightly.

Enemies

4 GarSnipers
2 Trilizards
1 Duke Lord

Treasure

A Present (Lin Skill)



Duke Lords have many assets. First off, the famous Duke armor is a staple of the Duke Lord's defense; you will have to crack that stuff open with a heavy round of 10-AP attacks from at least two of your party members (and likely a third). Second, the Duke has a small absorb shield that you will have to pound through with each combo. This is by no means a large shield, by boss standards, but it may force you to attack the Duke every other round if your party is not adept at pushing raw damage. If that is the case, build up Ability Points and go after the Duke with extra gusto every other round. This is not ideal because of the way Duke armor breaks, but it may be necessary.

The next aspect of the Duke's defense is his considerable offense! Duke Lords will often spend the entire first round Binding your party; this is an AoE spell, although Nina and Lin won't be hit by it if they aren't too close to Ryu when the spell is cast. Whatever happens, Ryu is likely to be the only person who is worth spending a Multimed to get out of the Bind (and don't even bother with that if he is already in melee with the Duke).

Continue to keep distance between Ryu and the ladies. The Duke Lord's melee attacks will hit multiple people if they are close together, and those shots hurt badly. You will want to have your steal shield on for one round, to get his rare Third Eye skill, but stay with the best shield for damage reduction that you have after that. With Nina and Lin safe to heal Ryu every round, you should be safe and sound as the Duke pounds away and quickly weakens toward his own demise. Still, he is a mighty foe to defeat, and his death is worthy of a leader.

TWENTY-SIXTH FLOOR

The Petros will move out onto the ledges in their fast rush to get to you. Dodge out of the way and kill them quickly to make sure that the Gigantis warriors won't have any support. Remember that Petrophage can be killed in a single shot outside of combat if they hit a wall and flip onto their backs; this doesn't come in handy too often, but it is always neat when you can pull it off.

Enemies

5 Petrophage
3 Gigantis

Treasure

Platinum Shield



Once the little guys have been eliminated (or reduced to a tiny count), go after a Gigantis on the side. You should be able to get away with fighting two battles against these three enemies, and that will make the entire dungeon level a lot easier. One or two of these large monsters won't be able to threaten your party too much, and you have already faced far worse.

TWENTY-SEVENTH FLOOR

This level is one that you could almost sleep through and survive, although it is a fair bit of fun. If you use your meat carefully, you can group this moderately sized force into a tight cluster. Have Lin start off the fight then and hose down the entire hoard. Nina will step up next and can use AoE spells to finish off any Ebonfires and weaken the Baphomets

to the point of uselessness. Ryu's only need is to come in and clean up anything that is left. If you strike hard enough, the Cerebus may be the only thing left by the time it comes to Lin's normal combat round. This area is fun, bears a decent amount of EEXP, and is a nice break from the tougher fights in the levels above and below.

Enemies

4 Ebonfires
2 Baphomets
1 Cerebus

Treasure

Mandau Blade+5



TWENTY-EIGHTH FLOOR

More Gigantis are here. Things aren't too hard, because you have some room to move around and arrange the battle, so this is more a matter of patiently going through. Lin should draw enemies to the party (as none of your enemies have significant ranged attacks), and Ryu should engage everyone who gets close.

Enemies

2 Worm Men
4 Gigantis

Treasure

Angel Coat+8



TWENTY-NINTH FLOOR

Lin and Nina can soften, as usual, and Ryu will have to busy himself with many assists. You shouldn't have a problem doing this room in three battles, and that means that each one is pretty small. Be careful of your flanks so that nothing can get an EX Turn in against you, but that is about the most that could go wrong here.

Enemies

3 GarPikes
2 GarSnipers
1 Trilizard

Treasure

Stinger



You are beginning to get into the area of the dungeon where the treasure is really nice. There have already been a couple of nifty armor pieces (such as the Angel Coat from the last level), and now you are seeing rare weapons like Lin's Stinger. From here on out, almost all of the loot is stuff that pays you back for going through this trying place. If there is ever a question as to what to ditch, throw away just about anything armor-wise from the early part of the dungeon in favor of these treasure items. If your packs are beginning to really fill up, and you need to get that last piece of loot to fit, completely heal your party and drop the remainder of the healing items from that slot. Don't go too far with this, lest you end up in a battle that you cannot win. Still, Kokon Horay is all about risk and reward.

THIRTIETH FLOOR

You have to be extremely tough to go after this entire group of enemies as a meat group. A few tosses will let you try this, but the extremely high hit points of the Nervemen will keep a single round of AoE spells from getting you a simple victory. Throw in the Virus abilities that these shadowy figures can wield, and you may have some real problems if your curative supplies are low. Unless you are quite sure of yourself, take the Worms and Nervemen on over two or three battles. Lin and Ryu can easily handle things under these conditions.

Enemies

4 Worm Men
2 Nervemen

Treasure

Weaken (Nina Skill)



THIRTY-FIRST FLOOR

This area looks imposing, and indeed it could be. Nervemen and Armstrongs are both tough opponents. What makes this a lot easier is that the Armstrongs will sleep while you lead the Nervemen away and turn this into a battle that they cannot win by themselves. Do this with meat and kill the Nerves; then return for a quick battle or two against the sleeping Armstrongs when you are rested and ready again. This gets you a fair big of XP for a set of battles that are safely contained. Quite nice, really. The shield that you receive is a nice reward too!

Enemies

3 Armstrongs
2 Nervemen

Treasure

Chobhamplate+2



THIRTY-SECOND FLOOR

Because these enemies can't be led around very well (they don't care about meat and such), it is best to take the Karons one or two at a time. Have Ryu or Lin start the fights and use the blocks around the room for cover if a second creature joins. Kill the first target while staying out of the second beast's line of sight. By the time that the second enemy approaches, the first one should be dead. Well, dead again.

Enemies

3 Lesser Karons
3 Karons

Treasure

Talisman+6



Don't let the passivity of the Karons fool you. These undead monsters will sometimes lurch forward to get an Extra Turn against you. Be alert and don't underestimate the risen dead. These fiends have had many years to contemplate war and suffering; keep your eyes on them and give them their final rest.

THIRTY-THIRD FLOOR

Lin's AoE attacks will trash the Crushedhearts (especially if you are using her sniper weapons). With those wee beasties gone, the wounded Gars won't have a whole lot to say. Nothing about this fight demands your full attention or special tactics. Fight and win!

Enemies

2 GarSnipers
2 GarPikes
3 Crushedhearts

Treasure

Holy Heart



THIRTY-FOURTH FLOOR

None of the enemies here look very intimidating, but you should stay on your feet. The larger Kanaphage here can do more damage than their lesser kin, and they still move with substantial speed. Have Lin start all of the fights here, just to be safe, and take out the Kanos before you turn toward any of the Goos who have added. Nina and her spells will be absolutely splendid in getting through these skirmishes without having the party take much damage; everyone else has trouble dealing damage to these enemies. Elemental attacks are the order of the day.

Enemies

4 Goo Prisms
3 KanaphageDX

Treasure

Protector+3



THIRTY-FIFTH FLOOR

Before engaging in battle, make sure that your steal shields aren't equipped. Goo Kings have nearly worthless treasure that you can take, but they get very angry if you take their beloved Sponges.

Lin and Nina are great at removing the Crushedhearts from the field, and Ryu

should start on the Kings during each fight against mixed enemies. The Goo Kings can do a fair bit of damage, and their attacks will hit everyone over a moderate area. Keep the ladies well in back and have them pluck away at the large Goos as best they can. Heal your party often if you start to take damage; Goo Kings can deal a huge amount of damage, and you don't want to lose to these creeps. Use meat from a distance to keep these battles as small as possible. Getting all of the Goo Kings at once will make things a bit too hot more some parties to handle.

Enemies

3 Crushedhearts
3 Goo Kings

Treasure

Cutspace (Ryu Skill)



THIRTY-SIXTH FLOOR

This level is almost a joke. Ebonfires are way too weak for you to face seriously at this level, and the Mahadevans just don't have quite enough of anything to bring you to your knees. Group these enemies together and take them all on at once. AoE attacks will kill every Ebonfire and may even bring down the Mahadevans if your party is powerful. Either way, this is a pleasant break before some of the stormy levels above the 40th floor.

Enemies

5 Ebonfires
3 Mahadevans

Treasure

Hymnal+6



THIRTY-SEVENTH FLOOR

You should be fairly comfortable with fighting Duke Knights by now. The Crushedhearts are easy targets for Lin and Nina, and Ryu can start on any of the Duke Knights who enter the battle. At worst, you will be facing all four Dukes at the same time, and your party should be able to survive that without using up too many potions. If in doubt, use more meat tricks to divide the enemy group in half.

Enemies

3 Crushedhearts
4 Duke Knights

Treasure

Impact Gear+8



Do as many low-cost AoE attacks as possible during the first round or two. Try to break multiple sets of Duke armor at the same time to really speed things up. Ryu and Nina are very good at doing this; Lin will still be forced to either go for a single target or use her abilities to keep the enemies bunched up (pushing the lead Dukes back into their buddies).

THIRTY-EIGHTH FLOOR

Unless you are feeling extremely virtuous, there is a way to have a lot of fun on this level. There are two groups of enemies here, and you can fight them all at once by throwing meat toward the center of the area before attacking. The wall in the center of the map will keep the second group of Nervemen from getting into the battle for many rounds. Lin

cannot target enemies through a wall, but her AoE shots will still hit targets through a wall if the original target is valid. Thus, you should use the enemies in front to hit everyone for as long as the first two Nervemen hold up. Nina can use her magical attacks through walls without any problem, so this adds to the level of brutality after you finish off the early group. Set a few magical traps in the path of the Nervemen to compound their dilemma, and enjoy the havoc you are wreaking. There is no way that the second group will get an attack in if you play dirty ball with them like this.

If you don't want to do things this way, or have trouble triggering the fight with all of the enemies, then just do everything twice. Have Lin start the fight at medium range, soften the enemies, and then send Ryu in for the kills. This is a textbook engagement.

The Tracker that you receive works by being in the party inventory, much like the Present and Golden XP items. Look for the increased details for the monsters on your mini-map and decide whether this is an item that you are interested in keeping. For many people, this is a nice addition to their packs.

Enemies

2 Goo Prisms
6 Nervemen

Treasure

Tracker (Special Item)



THIRTY-NINTH FLOOR

Everyone knows what the real targets are in this fight. Even if things cause you to engage both Lords at once, the outcome can be positive for your people. Take one Duke Lord at a time, break his armor, and then finish the villain off before moving on to the next. Try to have a weapon equipped with AP Transfer for Nina (who should give Ryu everything she has during most rounds), and a blade with Spiritcharge threaded into its 20-AP bracket. Flooded with extra APs, Ryu should be able to break through the Duke Lords' armor with fair speed, and he can dispatch each one very soon after.

Enemies

3 Crushedhearts
2 Duke Lords

Treasure

Wizard Wand+7



FOURTIETH FLOOR

A new creature has been introduced to the fray here: the Gargantua. These imposing figures seem so powerful on first attack that it is natural to go after the Duke Knights first. This is actually a poor decision, although most people wouldn't have any of the data to see why until the fight is over. The crux of the matter is that Gargantua have several hundred point damage shields. These make the creatures seem almost unbeatable. The secret is that Gargantua have few hit points and weak armor under that nasty shield. Start things off with a good AP Transfer from Nina to Ryu, and you can start to really push the Gargantua down. A session or two of that will kill this awesome-looking monster and leave you free to handle any of the Duke Knights who come to his aid. As for the Knights, you can crack them and bake them, same as ever. Enjoy the cookout.

Enemies

4 Duke Knights
1 Gargantua

Treasure

Deathcleaver (Ryu Skill)



FOURTY-FIRST FLOOR

This is another battle where Nina can use fire from the early ledges to get many extra kills. The enemies block each other a great deal during the approach, and you can get three or more rounds of ranged attacks in before anything gets to make a melee strike. Have Ryu sit back and build up AP for a heavy round against any survivors who make it to the line. There is a fair bit of XP to be made here, but this trick keeps everyone safe and sound.

Enemies

4 Duke Knights
4 Nervemen

Treasure

Demonscythe



FOURTY-SECOND FLOOR

Lead a few Goos off at a time and devour them. Bring a spoon and don't forget to share. The only way this could be a tough room is if you draw all of the Goo monsters out at the same time. If that happens, use a single element (Fire is usually a good choice) to wipe out one color of Goo with fair speed. This will also injure a second type, and the third won't get to heal because they haven't been hurt yet. Have Ryu focus on hitting the neutral Goos (Ice for our example), and you should only be faced with a couple rounds where the remaining beasts get to whack at you. The King will pour out a fair bit of damage on his own too, so make sure not to steal from him.

Enemies

Goo Elemental
Fire Goo
Ice Goo
Lightning Goo
Goo Prism
Goo Crystal
Goo King

Treasure

Riot Guard+7



FOURTY-THIRD FLOOR

This place gives you time to rest and recoup. Go to the right side, where the Stalkers are usually hiding, and then use Nina to freeze all of them with an ice spell. After this, Ryu can destroy the entire group in a round or so. Ice makes Creepstalkers practically defenseless, and it's fun to run through and clear them out once you know that.

Enemies

4 Creepstalkers

Treasure

Save Queen+5



FOURTY-FOURTH FLOOR

Another fight that shouldn't bother a party of your caliber. Get all of the Crushedhearts that you can together and use Fire and AoE gun attacks to clear the air. If you can do this in a single round (which isn't hard at all with a decent gun or even with Nina by herself), then the Hearts won't be able to power up and counterattack.

Enemies

8 Crushedhearts

Treasure

Wizard Wand+9



FOURTY-FIFTH FLOOR

Before you try to go after the massive form of Pantagruel, use the old meat bait to get the Lords off of the center. Taking on single Lords shouldn't be a challenge, and their removal will make the following fights a lot easier. If Pantagruel adds to a Lord fight (which can happen even at considerable range sometimes), don't panic. Pantagruel only does moderate damage until you rush him. Fight the Lord, heal when you can, and then kill Pantagruel just as you would have done in the next fight.

Enemies

3 Duke Knights

2 Duke Lords

Pantagruel

Treasure

Valhalla (Nina Skill)



The Duke Knights aren't strong enough to stop you anymore, not in these numbers, so the big focus is on Pantagruel. To be sure of a good run, you must get your party up to full Ability Points during the first round. Let the Knights take up their positions or even get a hit in; this is not a great sacrifice. Pantagruel will throw out a couple of spells to wound you, but he is just itching to have you get in close. In a moment, you will give him more than he wants.

On the second round, charge Pantagruel with full force. If his speed is high enough to have him attack in the middle of your party order, then wait until he has attacked this round before rushing. You can hold your attacks until then and sustain another hit or two. Again, this is worth it. When everyone is ready to go, have Ryu, Lin, and Nina hit Pantagruel with everything at once. Ryu is best suited for this and will do amazing damage even with basic Slices against the magical Duke. In one group of attacks, your party should kill Pantagruel and leave the remaining Dukes in awe of your power. Finish them off as you see fit.

If you had let Pantagruel get a round or two of attacks by rushing him prematurely, he would have shown you his true power. This creature has powerful AoE spells that are crippling to your party once he is angered. At least a couple hundred points of damage will hit most or all of your people every round once this is set in place. Nobody enjoys that (except for Pantagruel).

Enjoy Valhalla, which now waits for you in the chest. Nina has finally gotten her last lightning spell, and it sure is a beauty to watch.



FOURTY-SIXTH FLOOR

Kanaphage attack early in the round and do annoying amounts of damage. To keep injuries to a minimum, go after one or two Kanaphage at the maximum. It is safer to have Lin start the fights, although Nina will be a better person for bringing the golden creatures down. There aren't many neat tricks or simple ways to win. This is one of the levels that you just have to wait out and take the hits. If you found a group of enemies like this in a normal dungeon, you would make a whole lot of money! Of course, when you are down this far only getting to the end probably matters.

Enemies

6 KanaphageDX

Treasure

Super Heavy+7



FOURTY-SEVENTH FLOOR

Freeze the Darkstalkers here and beat them quickly with Ryu. The Nervemen are tough enough, but they shouldn't be able to bring any of your party members down even if you try to take all of them on as quickly as possible. The next two levels hide far greater challenges.

Enemies

5 Nervemen

3 Darkstalkers

Treasure

Buki+7



FOURTY-EIGHTH FLOOR

Use meat to get the Cerebus out, and then kill them without the Lords being able to take notice. If you move carefully, you can get the Lords to wake up and come after you one at a time. This changes the entire nature of the room and basically defuses what would be an ugly slugfest against those Duke Lords at their best. If you get them alone, the Lords will fall to your light attacks!

Enemies

4 Cerebus

3 Duke Lords

Treasure

Grenade+9



If everything goes wrong and you end up with a mess of Duke Lords at once, use some spare AP-boosting items to get at least one of the Dukes down during the second round.

FOURTY-NINTH FLOOR

The two Duke Knights can be led away with meat. This gives you a good head start on everything else that needs to be done. Next, shoot a Duke Lord at range to trigger a fight against him and probably the second Duke Lord as well. Either way, it's a fight that you can survive. If you still have Multimeds, hit a single Duke well in the first round and get Ryu into position. If you are out of Multimeds, get Ryu into combat range with both Lords before they can Bind you.

Enemies

2 Duke Knights

2 Duke Lords

1 Gargantua

Pantagrue

Treasure

Legend Blade+9



When only the Gargantua and Pantagrue remain, go over and slip into position behind the Gargantua. This Duke will not move against you most of the time; he is happy just to sit there and bask in the glory of the only other Pantagrue. If you attack this Gargantua from behind, you will often enter into a fight without having Pantagrue add. That pretty much spells doom for the little guy, and it leaves Panta without any friends.

You already learned how to kill Pantagrue from your previous encounter with him. Now only a round of building up strength remains before your final victory. Do this and rejoice. You have beaten the dungeon. The final exit only has a single guard for you to pass. Everything is so close.

FINAL BOSS

FIFTIETH FLOOR

Enemies

Dover, an Anti-Dragon

Treasure

Ragnarok (Nina's Final Skill)



DOVER

L	HP	XP				
17	440	70				
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DE
70	42	28	28	30	-	
FIRE	ICE	ELE	DROP			
100%	100%	100%	-			
STEAL			STEAL			
Ogre Slash						



No one is going to kid around and pretend that Dover isn't a challenge. This is an enemy who can deal damage with horrific efficiency. Without Tonics and a load of healing items, you might not be able to win. If you don't have many points left on your D-Counter, you might be in trouble too. Still, Kokon Horay has presented you with 49 challenges already and all of those have fallen. This is just the conclusion of all that has come before.

During your first round, set the party up in a wide formation. Turn Ryu into a dragon and have him strike Dover with a simple Vortex attack. Or, if you really want to save Ability Points, breathe on Dover for just a fraction of a second. Damage isn't the goal with either of these strikes. Hitting Dover in your dragon form will cause the wyrm to shift all of his defenses for that round toward protecting itself against other dragons. This gives Ryu a chance to cool down and let his blade attacks fly. Nina should transfer her Ability Points to Ryu to assist him with this, and Lin can pour on the solid 20-Ability Point damage attacks. This will throw out thousands of hit points in damage per round, and Dover only has 15,000 to bring into the arena. You only need several rounds of these tactics to destroy the dragon, but his attacks will jeopardize your plans frequently.

Dover can hit things over a fair area (that is why you need to maintain a wide formation). A lot of the time, the dragon will give up a round so that it can strike and breathe during the following round. When this happens, you are almost doomed to lose a character; sadly, Ryu is a target of this because he is so close to Dover. Accept this and be glad that more people aren't in the way of the devastating breath. If you bunch up, it is entirely possible to lose everyone at once. Just wait for the next round, use a Tonic on anyone who forgot to duck, and then heal everyone up to full health. If you have the supplies, you will be victorious.

After Dover is dead, get Ragnarok from the chest in back and go through the final door to leave Kokon Horay. You have all of the toys that this mighty dungeon has to offer.





AGGROSSA

LEVEL 16

HP	INTL AP	XP
260	20	75

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
72	54	60	37	30	-

DROP ITEMS

Suit: Chaos Check +3 (1:8)
HP Up (1:2)

STEAL ITEMS

Louise (1:4)
Wake Up

ELE TYPES DAM

FIRE ICE ELEC
50% Heal 150%

VULNERABILITIES

DARK DEATH HOLY
50% 50% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
75% 75% 75% 25% 25%

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
75% 75% 75% 75% Immune Immune 75%



ARMSTRONG

LEVEL 44

HP	INTL AP	XP
1000	20	1200

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
106	100	30	50	30	-

DROP ITEMS

Shield: Bangle +1
Shield: Silver Arc

STEAL ITEMS

Skill: Kick (1:2)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY
25% Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
75% 75% 75% Immune Immune

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
Immune Immune 75% 25% Immune 25% 25%



BANDIT

LEVEL 29

HP	INTL AP	XP
380	30	180

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
85	50	20	47	40	-

DROP ITEMS

Skill: Steal (1:2)

STEAL ITEMS

Boost Range (1:4)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY
25% 25% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
Immune 75% Immune 75% 75%

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
75% 75% 75% 75% 25% 100% 100%



BEAK

LEVEL 30

HP	INTL AP	XP
580	20	120

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
110	54	64	38	40	-

DROP ITEMS

Suit: Birdproof +2 (1:2)
Suit: Stomproof +1 (1:2)

STEAL ITEMS

Skill: Wild Swing (1:2)
Fresh Meat

ELE TYPES DAM

FIRE ICE ELEC
100% 50% 100%

VULNERABILITIES

DARK DEATH HOLY
25% Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
75% 75% 75% 75% 75%

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
25% 75% 75% 25% 25% 25% 25%



AGGROSSER

LEVEL 24

HP	INTL AP	XP
380	20	130

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
76	58	60	36	35	-

DROP ITEMS

Weapon: Glacier +3 (1:2)
Weapon: Glacier +2

STEAL ITEMS

Louise (1:4)

ELE TYPES DAM

FIRE ICE ELEC
50% Heal 150%

VULNERABILITIES

DARK DEATH HOLY
50% 50% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
75% 75% 75% 25% 25%

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
75% 75% 75% 75% Immune Immune 75%



BABY RUSTPHAGE

LEVEL 6

HP	INTL AP	XP
100	20	12

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
70	42	26	34	35	-

DROP ITEMS

Louise (1:8)
Dynamite (1:4)

STEAL ITEMS

Lurid Dust (1:2)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY
75% 50% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
25% 75% 75% 25% 75%

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
75% 75% 75% 75% 25% 25% 25%



BAPHOMET

LEVEL 42

HP	INTL AP	XP
900	20	1000 or 200

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
100	57	80	60	30	-

DROP ITEMS

Skill: Fireblast

STEAL ITEMS

Weapon: Pyromania +4 (1:4)
Unlock

ELE TYPES DAM

FIRE ICE ELEC
50% 150% 100%

VULNERABILITIES

DARK DEATH HOLY
Immune Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
25% 75% 75% 25% 25%

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
75% 75% 75% 25% Immune 25% 25%



BIG JACK BOX

LEVEL 21

HP	INTL AP	XP
777	20	210

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
100	60	60	25	30	-

DROP ITEMS

? x (1:1)

STEAL ITEMS

ELE TYPES DAM

FIRE ICE ELEC
100% 50% 100%

VULNERABILITIES

DARK DEATH HOLY
25% Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
Immune 75% 75% 25% Immune

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
25% 75% 75% 25% 25% 25% 25%



BIND SPIDER

LEVEL 7

HP	INTL AP	XP
210	20	15

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
74	42	36	32	30	-

DROP ITEMS

Footlouse (1:4)
Lurid Dust (1:2)

STEAL ITEMS

Escape (1:4)

ELE TYPES DAM

FIRE ICE ELEC
150% 100% 100%

VULNERABILITIES

DARK DEATH HOLY
50% 50% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
25% 75% 25% 25% 75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	Immune	25%	25%	25%



BON APPETIT

LEVEL 21

HP	INTL AP	XP
40	40	42

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
105	70	38	42	20	-

DROP ITEMS

Aid Kit

STEAL ITEMS

Wake Up

ELE TYPES DAM

FIRE ICE ELEC
200% 200% 200%

VULNERABILITIES

DARK DEATH HOLY
100% 100% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
75% 75% 75% 75% 75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	Immune	75%	75%	75%	75%	75%



BOUNCER

LEVEL 18

HP	INTL AP	XP
280	30	90

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
82	55	40	38	30	-

DROP ITEMS

Skill: Lightning (1:2)

STEAL ITEMS

Zanyypurse (1:4)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY
50% 25% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
25% 75% 75% 25% 25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	25%	25%



BUG LEADER

LEVEL 30

HP	INTL AP	XP
500	30	265

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
84	55	85	41	40	-

DROP ITEMS

Skill: Leech Power

STEAL ITEMS

Eye Drops

ELE TYPES DAM

FIRE ICE ELEC
50% Heal 150%

VULNERABILITIES

DARK DEATH HOLY
50% 50% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
25% 25% 75% Immune 75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	Immune	75%



BLACK WIDOW

LEVEL 13

HP	INTL AP	XP
280	20	44

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
80	49	38	36	35	-

DROP ITEMS

HP Up (1:2)
Antidote

STEAL ITEMS

Antidote (1:2)
Poisonshroom (1:2)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY
50% 50% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
75% 75% 25% Immune 75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	75%	75%	25%	25%	25%	25%



BOSS ANT

LEVEL 24

HP	INTL AP	XP
520	30	132

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
82	42	60	33	35	-

DROP ITEMS

Suit: Fire Check +1 (1:2)
Lurid Stone

STEAL ITEMS

Fire Bomb (1:4)

ELE TYPES DAM

FIRE ICE ELEC
75% 100% 100%

VULNERABILITIES

DARK DEATH HOLY
25% 25% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
75% 75% 75% 75% 75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	25%	25%



BREAKHEART

LEVEL 30

HP	INTL AP	XP
200	20	250

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
110	50	80	42	30	-

DROP ITEMS

Ghost Stone (1:8)
AP Up (1:2)

STEAL ITEMS

Sleepyshroom

ELE TYPES DAM

FIRE ICE ELEC
25% 100% 25%

VULNERABILITIES

DARK DEATH HOLY
Immune Immune 100%

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
Immune Immune 75% Immune Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	25%	75%	Immune	25%	25%	25%



BUZZ

LEVEL 14

HP	INTL AP	XP
240	20	42

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
78	50	20	38	30	-

DROP ITEMS

Longfoot (1:4)
Poisonshroom (1:2)

STEAL ITEMS

Antidote (1:2)

ELE TYPES DAM

FIRE ICE ELEC
200% 100% 100%

VULNERABILITIES

DARK DEATH HOLY
50% 50% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
25% 25% 75% 25% 75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	75%	25%	25%





BUZZ MILITANT

LEVEL 42

HP	INTL AP	XP
600	20	630

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
138	83	50	65	40	-

DROP ITEMS

Protein (1:4)
Bomb (1:2)

STEAL ITEMS

Boost Armor (1:2)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 150%

VULNERABILITIES

DARK	DEATH	HOLY
25%	25%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	Immune	25%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	25%	25%



CAPEK

LEVEL 31

HP	INTL AP	XP
580	20	230

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
86	60	80	45	50	-

DROP ITEMS

Weapon: Auto Rifle +4 (1:4)
Shield: Solid Leap (1:4)

STEAL ITEMS

Battery Pack (1:4)

ELE TYPES DAM

FIRE ICE ELEC
100% 200% Heal

VULNERABILITIES

DARK	DEATH	HOLY
25%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	75%	25%	25%	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	75%	Immune	25%	25%	75%	Immune



CEREBUS

LEVEL 60

HP	INTL AP	XP
600	30	500 X ?

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
120	50	100	30	30	-

DROP ITEMS

Weapon: Pyromania +4 (1:4)
7th Sense

STEAL ITEMS

Boost Power (1:2)
Boost Armor (1:2)

ELE TYPES DAM

FIRE ICE ELEC
Heal 150% 100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	75%	Immune	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	Immune	Immune	25%	Immune



CREEPSTALKER

LEVEL 33

HP	INTL AP	XP
400	20	300

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
110	70	120	70	70	-

DROP ITEMS

AP Up

STEAL ITEMS

Skill: Go out (1:2)
Jelly Pasta (1:4)

ELE TYPES DAM

FIRE ICE ELEC
100% 200% 150%

VULNERABILITIES

DARK	DEATH	HOLY
25%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	25%	Immune	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	25%	25%



CRUSHEDHEART

LEVEL 38

HP	INTL AP	XP
300	20	360

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
115	35	90	48	30	-

DROP ITEMS

Reflex (1:4)
HP Up (1:3)

STEAL ITEMS

Bomb (1:4)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
25%	25%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
Immune	75%	Immune	Immune	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	75%	75%



DARKSTALKER

LEVEL 44

HP	INTL AP	XP
500	20	720

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
150	70	140	70	40	-

DROP ITEMS

HP Up

STEAL ITEMS

Jelly Pasta (1:4)

ELE TYPES DAM

FIRE ICE ELEC
100% 200% 150%

VULNERABILITIES

DARK	DEATH	HOLY
25%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	25%	25%	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	25%	25%



DEATHCOW

LEVEL 22

HP	INTL AP	XP
530	20	88

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
95	48	84	40	30	-

DROP ITEMS

Suits Impact Seal +1 (1:2)
HP Up

STEAL ITEMS

Skill: Wild Swing (1:4)
Fresh Meat

ELE TYPES DAM

FIRE ICE ELEC
100% 50% 100%

VULNERABILITIES

DARK	DEATH	HOLY
25%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	75%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	25%	75%



DEVOGUE

LEVEL 35

HP	INTL AP	XP
600	30	240

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
88	46	54	35	50	-

DROP ITEMS

Protein (1:4)
HP Up

STEAL ITEMS

Stuffed Toy (1:2)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
50%	25%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	25%	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	75%	25%	75%	75%

DeVolve LEVEL 26



HP	INTL AP	XP
600	30	143

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
82	42	54	10	50	-	

DROP ITEMS
Suits: Slave Clothes +1 (1:2)
Suits: Solid Ring +1 (1:2)

STEAL ITEMS
Stuffed Toy

ELE TYPES DAM
FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES
DARK DEATH HOLY
50% 25% Immune

STAT REDUCTION VULNERABILITIES
ATTACK DEFENSE MAGIC SPEED MOVE
75% 75% 75% 25% 25%

STATUS CONDITION VULNERABILITIES
POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
75% 75% 75% 25% 75% 75% 75%

Drill Bug LEVEL 18



HP	INTL AP	XP
310	40	78

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
78	56	80	38	40	-	

DROP ITEMS
AP Up (1:4)
Wake Up (1:2)

STEAL ITEMS
Poisonshroom (1:2)
Fresh Meat (1:2)

ELE TYPES DAM
FIRE ICE ELEC
50% Heal 150%

VULNERABILITIES
DARK DEATH HOLY
75% 50% Immune

STAT REDUCTION VULNERABILITIES
ATTACK DEFENSE MAGIC SPEED MOVE
75% 75% 75% 75% 75%

STATUS CONDITION VULNERABILITIES
POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
75% 75% 75% 25% 25% Immune 100%

Duke LEVEL 4



HP	INTL AP	XP
140	20	8

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
62	48	10	24	30	-	

DROP ITEMS
Suits: Blind Gear (1:16)
10x (1:1)

STEAL ITEMS
Skill: Degr. Slice

ELE TYPES DAM
FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES
DARK DEATH HOLY
50% 50% Immune

STAT REDUCTION VULNERABILITIES
ATTACK DEFENSE MAGIC SPEED MOVE
75% 75% 75% 75% 75%

STATUS CONDITION VULNERABILITIES
POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
75% 75% 75% 75% 75% 75% 75%

Duke Battler LEVEL 30



HP	INTL AP	XP
380	30	220

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
125	48	20	30	40	-	

DROP ITEMS
Suits: Heavy Suits +2

STEAL ITEMS
Skill: Counter (1:4)

ELE TYPES DAM
FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES
DARK DEATH HOLY
Immune Immune Immune

STAT REDUCTION VULNERABILITIES
ATTACK DEFENSE MAGIC SPEED MOVE
25% Immune 25% 25% 25%

STATUS CONDITION VULNERABILITIES
POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
75% 75% 75% 25% 25% 25% 25%

Duke Hunter LEVEL 7



HP	INTL AP	XP
165	20	16

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
76	52	20	28	25	-	

DROP ITEMS
Bunch (1:4)
30x (1:1)

STEAL ITEMS
Dynamite (1:4)

ELE TYPES DAM
FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES
DARK DEATH HOLY
50% 50% Immune

STAT REDUCTION VULNERABILITIES
ATTACK DEFENSE MAGIC SPEED MOVE
25% 75% 25% 25% 75%

STATUS CONDITION VULNERABILITIES
POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
75% 75% 75% 75% 25% 25% 25%

Duke Knight LEVEL 60



HP	INTL AP	XP
800	30	1200

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
220	120	200	50	30	-	

DROP ITEMS
Suits: Superheavy +2

STEAL ITEMS
Skill: Reflect (1:2)

ELE TYPES DAM
FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES
DARK DEATH HOLY
Immune Immune Immune

STAT REDUCTION VULNERABILITIES
ATTACK DEFENSE MAGIC SPEED MOVE
75% 75% 75% Immune Immune

STATUS CONDITION VULNERABILITIES
POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
75% 75% 75% 25% 25% 25% 25%

Duke Lancer LEVEL 14



HP	INTL AP	XP
220	20	45

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
82	55	20	33	45	-	

DROP ITEMS
HP Up (1:2)
80x

STEAL ITEMS
Fresh Meat

ELE TYPES DAM
FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES
DARK DEATH HOLY
50% 50% Immune

STAT REDUCTION VULNERABILITIES
ATTACK DEFENSE MAGIC SPEED MOVE
25% 25% Immune Immune 25%

STATUS CONDITION VULNERABILITIES
POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
75% 75% 75% 25% 25% 25% 25%

Duke Leader LEVEL 8



HP	INTL AP	XP
200	30	18

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
68	55	14	31	40	-	

DROP ITEMS
Shield: Solid Shell (1:16)
50x (1:1)

STEAL ITEMS
Skill: Wild Swing

ELE TYPES DAM
FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES
DARK DEATH HOLY
50% 50% Immune

STAT REDUCTION VULNERABILITIES
ATTACK DEFENSE MAGIC SPEED MOVE
75% 25% 75% 25% 25%

STATUS CONDITION VULNERABILITIES
POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK
75% 75% 75% 25% 25% 25% 25%





DUKE LORD

LEVEL 75

HP	INTL AP	XP
1200	30	4000

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
250	122	260	54	35	20

DROP ITEMS

Suit: Heavy Garter +3

STEAL ITEMS

Skill: Third Eye (1:2)

ELE TYPES DAM

FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	Immune	Immune



EBONFIRE

LEVEL 23

HP	INTL AP	XP
420	30	140

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
78	52	300	39	40	-

DROP ITEMS

Fire Bomb (1:4)

Suit: Fireproof +3 (1:4)

STEAL ITEMS

Fresh Meat (1:2)

ELE TYPES DAM

FIRE	ICE	ELEC
25%	200%	100%

VULNERABILITIES

DARK	DEATH	HOLY
50%	25%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	75%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	Immune	75%	75%



GARGANTUA

LEVEL 77

HP	INTL AP	XP
1000	20	5000

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
290	10	250	20	30	500

DROP ITEMS

Weapon: Collis +5

STEAL ITEMS

ELE TYPES DAM

FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	25%	100%	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	Immune	Immune



GARSNIPE

LEVEL 22

HP	INTL AP	XP
460	30	120

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
78	58	60	35	30	-

DROP ITEMS

Suit: Ice Seal +2 (1:4)

120x (1:2)

STEAL ITEMS

Skill: Blow Up! (1:2)

ELE TYPES DAM

FIRE	ICE	ELEC
50%	Heal	150%

VULNERABILITIES

DARK	DEATH	HOLY
50%	25%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	75%	Immune	25%	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	Immune	75%



DUKE MAGI

LEVEL 12

HP	INTL AP	XP
200	20	38

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
60	52	40	40	25	-

DROP ITEMS

Bomb (1:4)

70x (1:1)

STEAL ITEMS

Skill: Flare (1:2)

ELE TYPES DAM

FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
50%	50%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	25%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	75%	25%	25%	25%



FIRE GOD

LEVEL 33

HP	INTL AP	XP
560	20	280

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
90	56	60	41	30	-

DROP ITEMS

Weapon: Fireblaster +3 (1:4)

Shield: Astra Ribbon +3

STEAL ITEMS

Boost Power

ELE TYPES DAM

FIRE	ICE	ELEC
Heal	150%	100%

VULNERABILITIES

DARK	DEATH	HOLY
25%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
Immune	25%	75%	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	75%	Immune



GARPIKE

LEVEL 20

HP	INTL AP	XP
480	30	115

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
82	82	65	37	45	-

DROP ITEMS

Suit: Iceproof +2 (1:4)

100x (1:2)

STEAL ITEMS

Skill: Thrust (1:2)

ELE TYPES DAM

FIRE	ICE	ELEC
50%	Heal	150%

VULNERABILITIES

DARK	DEATH	HOLY
50%	25%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
Immune	Immune	75%	25%	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	Immune	75%



GIGANTIS

LEVEL 38

HP	INTL AP	XP
820	40	475

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
105	62	98	46	35	-

DROP ITEMS

Shield: Talisman +2 (1:4)

Shield: Hymnal +2 (1:4)

STEAL ITEMS

Skill: Ogre Sile

ELE TYPES DAM

FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
25%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	75%	75%	25%	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
25%	Immune	Immune	25%	25%	25%	25%

GOO CRYSTAL

LEVEL 30

HP	INTL AP	XP
600	30	750

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
190	80	70	60	30	-

DROP ITEMS

Varies based on attacker

STEAL ITEMS

Bomb (1:4)

ELE TYPES DAM

FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
25%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	25%	75%	25%	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	Immune	Immune

GOO KING

LEVEL 70

HP	INTL AP	XP
1200	40	1000

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
150	60	160	80	50	0

DROP ITEMS

7th Sense (1:2)

STEAL ITEMS

Sponge

ELE TYPES DAM

FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
Immune	Immune	Immune	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	75%	75%	Immune	Immune	Immune	Immune

GOO PRISM

LEVEL 20

HP	INTL AP	XP
300	30	250

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
90	50	60	50	30	-

DROP ITEMS

Varies based on attacker

STEAL ITEMS

ELE TYPES DAM

FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
25%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	25%	75%	25%	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	Immune	Immune

GOO SAPPHIRE

LEVEL 17

HP	INTL AP	XP
280	20	80

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
75	56	50	37	30	-

DROP ITEMS

Weapon: Sapphire Maser (1:4)

Skill: Frost

STEAL ITEMS

Boost Armor (1:4)

ELE TYPES DAM

FIRE	ICE	ELEC
100%	Heal	150%

VULNERABILITIES

DARK	DEATH	HOLY
50%	50%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
Immune	25%	75%	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	Immune	100%

GOO ELEMENT

LEVEL 10

HP	INTL AP	XP
150	30	50

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
75	30	50	45	30	-

DROP ITEMS

Varies based on attacker

STEAL ITEMS

ELE TYPES DAM

FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
25%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	25%	100%	25%	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	Immune	Immune

GOO PLASMA

LEVEL 17

HP	INTL AP	XP
280	20	80

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
75	50	40	40	30	-

DROP ITEMS

Weapon: Plasma Maser (1:4)

Skill: Jolt

STEAL ITEMS

Boost Magic (1:4)

ELE TYPES DAM

FIRE	ICE	ELEC
200%	100%	Heal

VULNERABILITIES

DARK	DEATH	HOLY
50%	50%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
Immune	25%	75%	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	100%	25%	Immune

GOO RUBY

LEVEL 17

HP	INTL AP	XP
280	20	80

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
75	50	55	37	30	-

DROP ITEMS

Weapon: Ruby Maser (1:4)

Skill: Flame

STEAL ITEMS

Boost Power (1:4)

ELE TYPES DAM

FIRE	ICE	ELEC
Heal	200%	100%

VULNERABILITIES

DARK	DEATH	HOLY
50%	50%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
Immune	25%	75%	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	Immune	100%	Immune

GUARDIAN ANT

LEVEL 11

HP	INTL AP	XP
175	30	34

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
76	80	6	37	40	-

DROP ITEMS

Protein (1:4)

Livid Stone (1:4)

STEAL ITEMS

Livid Dust (1:2)

ELE TYPES DAM

FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
25%	25%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	25%	75%	25%	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	25%	25%





HERMIT

LEVEL 9

HP	INTL AP	XP
110	20	20

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
75	85	56	22	23	-

DROP ITEMS

Skill: Jolt (1:2)
Lurid Stone (1:4)

STEAL ITEMS

Junk (1:2)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 25%

VULNERABILITIES

DARK DEATH HOLY
50% 50% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
25% 75% Immune Immune 25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	25%	Immune



HYCREE

LEVEL 11

HP	INTL AP	XP
10	20	3

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
45	2	20	5	5	-

DROP ITEMS

Heal Kit

STEAL ITEMS

Wake Up

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY
100% 100% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
75% 75% 75% 75% 75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	Immune	75%	75%	75%	75%	75%



HIGHWAY STAR

LEVEL 29

HP	INTL AP	XP
450	30	170

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
82	52	30	65	40	-

DROP ITEMS

Zemypurze

STEAL ITEMS

Skill: Side Slash (1:2)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY
50% 50% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
25% 25% 75% 75% 75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	Immune	25%	25%	25%



ICE GOO

LEVEL 28

HP	INTL AP	XP
420	20	240

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
83	60	56	39	30	-

DROP ITEMS

Weapon: Ice Cannon +2 (1:4)
Shield: Astral Shell +2

STEAL ITEMS

Boost Armor (1:2)

ELE TYPES DAM

FIRE ICE ELEC
100% Heal 150%

VULNERABILITIES

DARK DEATH HOLY
25% Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
Immune 25% 75% Immune Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	Immune	75%



JACK BOX

LEVEL 17

HP	INTL AP	XP
333	20	77

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
83	60	40	10	30	-

DROP ITEMS

7 x (1:1)

STEAL ITEMS

ELE TYPES DAM

FIRE ICE ELEC
100% 50% 100%

VULNERABILITIES

DARK DEATH HOLY
Immune Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
25% Immune 25% Immune 25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
25%	75%	75%	25%	25%	25%	25%



KANAPHAGE

LEVEL 7

HP	INTL AP	XP
120	40	100

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
85	40	125	90	55	-

DROP ITEMS

10,000z

STEAL ITEMS

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY
Immune Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
Immune 100% 100% Immune Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	Immune	Immune



KANAPHAGE DX

LEVEL 21

HP	INTL AP	XP
360	40	300

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
130	80	200	180	60	-

DROP ITEMS

30,000z

STEAL ITEMS

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY
25% Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
Immune 100% 100% Immune Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	Immune	Immune



KAREL

LEVEL 41

HP	INTL AP	XP
800	20	600

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
110	73	40	56	30	-

DROP ITEMS

Weapon: Auto Rifle +5
Bombs (1:4)

STEAL ITEMS

Battery Pack (1:2)

ELE TYPES DAM

FIRE ICE ELEC
100% 200% Heal

VULNERABILITIES

DARK DEATH HOLY
25% Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
25% 75% 75% 25% 25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	75%	Immune	25%	25%	75%	Immune



KARON

LEVEL 49

HP	INTL AP	XP
1300	40	666

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
128	68	45	58	40	-

DROP ITEMS

Weapon: Demonsythe (1:64)
Sulf: Deathgrail (1:4)

STEAL ITEMS

Rotten Meat (1:4)

ELE TYPES DAM

FIRE ICE ELEC
150% 50% 50%

VULNERABILITIES

DARK DEATH HOLY
Immune Immune 100%

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
Immune Immune Immune Immune Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	25%	25%	25%	25%



LESSER KARON

LEVEL 13

HP	INTL AP	XP
300	40	300

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
88	45	45	54	40	-

DROP ITEMS

Shield: Astral Breath (1:8)
Item: Ghost Stone

STEAL ITEMS

Rotten Meat (1:4)

ELE TYPES DAM

FIRE ICE ELEC
150% 50% 50%

VULNERABILITIES

DARK DEATH HOLY
Immune Immune 100%

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
Immune Immune Immune Immune Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	25%	25%	25%	25%



LIL LANTERN BAT

LEVEL 3

HP	INTL AP	XP
80	20	6

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
54	38	10	20	30	-

DROP ITEMS

Dynamite (1:4)

STEAL ITEMS

Rotten Meat (1:4)

ELE TYPES DAM

FIRE ICE ELEC
150% 100% 100%

VULNERABILITIES

DARK DEATH HOLY
75% 75% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
75% 75% 75% 75% 75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	75%	25%	75%	75%



MAMA NUGGET

LEVEL 18

HP	INTL AP	XP
400	20	75

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
73	48	105	55	50	-

DROP ITEMS

Sulf: Plasma Tool (1:4)
Julu

STEAL ITEMS

Fresh Meat

ELE TYPES DAM

FIRE ICE ELEC
150% 100% Heal

VULNERABILITIES

DARK DEATH HOLY
50% 50% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
25% 75% 75% 75% 75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	75%	25%	Immune



NERVE MAN

LEVEL 58

HP	INTL AP	XP
1300	40	1300

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
162	76	80	59	20	-

DROP ITEMS

Sulf: Virus Check +3 (1:4)
Blind Bomb (1:2)

STEAL ITEMS

Vaccine (1:2)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY
25% Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE
25% 25% 25% Immune 25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
25%	25%	75%	25%	25%	25%	25%





NUGGET

LEVEL 2

HP	INTL AP	XP
90	20	5

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
56	40	40	24	40	-	-

DROP ITEMS

Fresh Meat (1:4)

STEAL ITEMS

ELE TYPES DAM		
FIRE	ICE	ELEC
150%	100%	Heal

VULNERABILITIES

DARK	DEATH	HOLY
100%	75%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	75%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	75%	Immune



PANDORA BOX

LEVEL 7

HP	INTL AP	XP
100	40	100

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
100	100	500	1000	100	-	-

DROP ITEMS

Varies by turn

STEAL ITEMS

ELE TYPES DAM		
FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
Immune	Immune	Immune	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	Immune	Immune



PAPA NUGGET

LEVEL 46

HP	INTL AP	XP
1100	20	850

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
140	62	95	80	50	-	-

DROP ITEMS

Suit: Plasma Check +5 (1:4)

Weapon: AntennaDX

STEAL ITEMS

Bind Bomb (1:16)

Fresh Meat

ELE TYPES DAM		
FIRE	ICE	ELEC
150%	100%	Heal

VULNERABILITIES

DARK	DEATH	HOLY
50%	25%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	75%	25%	25%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	25%	Immune



PETROPHAGE

LEVEL 24

HP	INTL AP	XP
500	20	150

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
90	60	20	99	50	-	-

DROP ITEMS

Oil (1:4)

STEAL ITEMS

Skill: Explosion (1:2)

ELE TYPES DAM		
FIRE	ICE	ELEC
200%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
50%	50%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	75%	75%	25%	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	Immune	75%	25%



ODD HYCREE

LEVEL 13

HP	INTL AP	XP
300	20	30

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
100	2	30	25	5	-	-

DROP ITEMS

Maga Aid Kit

STEAL ITEMS

ELE TYPES DAM		
FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
100%	100%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	75%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	Immune	75%	75%	75%	75%	75%



PANTAGRUEL

LEVEL 66

HP	INTL AP	XP
1000	30	3000

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
80	42	400	20	30	200	-

DROP ITEMS

Skill: Shroom

STEAL ITEMS

ELE TYPES DAM		
FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
Immune	25%	25%	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	25%	25%	25%



PATROLLER

LEVEL 9

HP	INTL AP	XP
120	30	35

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
72	45	25	44	35	-	-

DROP ITEMS

Zennypurse

STEAL ITEMS

Escape (1:4)

ELE TYPES DAM		
FIRE	ICE	ELEC
150%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
100%	100%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	75%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	75%	75%	75%	75%



PRIMA

LEVEL 31

HP	INTL AP	XP
30	20	63

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
72	0	20	20	5	-	-

DROP ITEMS

Mad RD

STEAL ITEMS

Multimeds (1:4)

ELE TYPES DAM		
FIRE	ICE	ELEC
200%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
100%	100%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	75%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	Immune	75%	75%	75%	75%	75%



PROTO-KAREL

LEVEL 48

HP	INTL	AP	XP
1200	20	1000	

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
133	70	40	52	30	-	

DROP ITEMS

Bind Bomb (1:8)

SilentScope +3 (1:2)

STEAL ITEMS

Safety Lock (1:2)

ELE TYPES DAM

FIRE ICE ELEC

100% 200% Heal

VULNERABILITIES

DARK DEATH HOLY

25% Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE

Immune 75% Immune Immune Immune

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK

Immune 75% Immune 25% Immune 75% Immune



RAFFLESSIA

LEVEL 32

HP	INTL	AP	XP
400	30	Varies	

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
76	35	80	30	24	-	

DROP ITEMS

Suit: Sleep Check +2 (1:2)

HP Up

STEAL ITEMS

Multimeds (1:4)

ELE TYPES DAM

FIRE ICE ELEC

150% 75% 100%

VULNERABILITIES

DARK DEATH HOLY

Immune Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE

Immune Immune Immune Immune Immune

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK

Immune 75% 75% 75% 75% Immune Immune



RUSTPHAGE

LEVEL 12

HP	INTL	AP	XP
190	20	30	

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
82	47	36	37	35	-	

DROP ITEMS

Lasso (1:4)

Shield: Solid Ring (1:4)

STEAL ITEMS

Bomb (1:2)

Lurid Stone (1:2)

ELE TYPES DAM

FIRE ICE ELEC

100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY

75% 50% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE

25% 75% 75% 25% 75%

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK

75% 75% 75% 25% 25% 25% 25%



SHADOWPLAYER

LEVEL 40

HP	INTL	AP	XP
800	30	530	

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
105	70	60	75	30	-	

DROP ITEMS

Weapon: Strong Sword +5 (1:4)

Suit: Superlight +7 (1:4)

STEAL ITEMS

Skill: Hazocut (1:2)

Afro (1:4)

ELE TYPES DAM

FIRE ICE ELEC

100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY

50% 25% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE

25% 75% 75% Immune 75%

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK

75% 75% 75% 25% 25% 25% 25%



QUEEN BUZZ

LEVEL 24

HP	INTL	AP	XP
360	20	100	

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
82	54	20	41	30	-	

DROP ITEMS

Longfoot

STEAL ITEMS

Multimeds (1:2)

ELE TYPES DAM

FIRE ICE ELEC

200% 100% 100%

VULNERABILITIES

DARK DEATH HOLY

25% Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE

25% 25% 75% 25% 75%

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK

75% 75% 75% 25% 25% 25% 25%



RESCUEMECH

LEVEL 25

HP	INTL	AP	XP
400	20	150	

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
95	40	85	75	40	-	

DROP ITEMS

Tin Toy

AP Up

STEAL ITEMS

Skill: Transfer

ELE TYPES DAM

FIRE ICE ELEC

100% 150% Immune

VULNERABILITIES

DARK DEATH HOLY

Immune Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE

Immune 75% 25% Immune Immune

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK

Immune Immune Immune Immune 25% 75% Immune



SEBON

LEVEL 23

HP	INTL	AP	XP
120	40	99	

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
115	80	56	42	20	-	

DROP ITEMS

Mega Aid Kit

STEAL ITEMS

ELE TYPES DAM

FIRE ICE ELEC

200% 100% 100%

VULNERABILITIES

DARK DEATH HOLY

100% 100% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE

75% 75% 75% 75% 75%

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK

75% Immune 75% 75% 75% 75% 75%



SKELETON

LEVEL 30

HP	INTL	AP	XP
800	20	30	

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB	DEF
128	30	60	50	30	-	

DROP ITEMS

STEAL ITEMS

Suit: Quick Chaps +9 (1:32)

ELE TYPES DAM

FIRE ICE ELEC

150% 100% 50%

VULNERABILITIES

DARK DEATH HOLY

Immune Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE

75% 25% 25% 25% 25%

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK

75% 75% 75% 75% 75% 75% 75%





SKULLDIGGER

LEVEL 13

HP	INTL AP	XP
450	20	3

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
95	0	20	42	30	-

DROP ITEMS

STEAL ITEMS

Shield: Amulet +3 (1:2)

ELE TYPES DAM

FIRE ICE ELEC
150% 100% 50%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	100%

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	Immune	Immune	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	25%	Immune	75%	75%	25%	25%



TRILIZARD

LEVEL 41

HP	INTL AP	XP
1200	40	620

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
98	68	120	75	35	-

DROP ITEMS

Shield: Silver Arc (1:4)

Shield: TriCharger +4 (1:4)

STEAL ITEMS

Varies by elemental type

ELE TYPES DAM

FIRE ICE ELEC
Varies Varies Varies

VULNERABILITIES

DARK	DEATH	HOLY
25%	25%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	25%	25%



WORKER ANT

LEVEL 8

HP	INTL AP	XP
120	30	17

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
73	47	16	33	30	-

DROP ITEMS

Bomb (1:2)

Junk (1:2)

STEAL ITEMS

Lurid Dust (1:2)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
50%	50%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	25%	75%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	25%	25%	25%	25%



ZOMBIE

LEVEL 30

HP	INTL AP	XP
1100	20	13

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
105	30	4	8	35	-

DROP ITEMS

STEAL ITEMS

Rotting Meat (1:2)

ELE TYPES DAM

FIRE ICE ELEC
200% 50% 100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	100%

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	Immune	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	75%	Immune	25%	25%	75%	75%



TRICKSTER

LEVEL 16

HP	INTL AP	XP
200	30	70

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
82	38	30	50	40	-

DROP ITEMS

Zenny purse

STEAL ITEMS

Skill: Side Swing

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
50%	25%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	25%	75%	75%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	Immune	25%	25%	25%



WONDERBOX

LEVEL 7

HP	INTL AP	XP
1000	20	7

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
90	10	10	10	0	-

DROP ITEMS

Varies based on damage dealt

STEAL ITEMS

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 200%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
100%	100%	100%	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	Immune	Immune



WORM-MAN

LEVEL 42

HP	INTL AP	XP
800	40	500

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
130	56	80	43	20	-

DROP ITEMS

Suit: Virusproof +4

Suit: Virus Check +4

STEAL ITEMS

Vaccine (1:2)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
25%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	25%	25%	Immune	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
25%	25%	75%	25%	25%	25%	25%



ALTER EGO

LEVEL 99

HP	INTL AP	XP
3000	40	4000

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
150	80	1200	50	50	-

DROP ITEMS

STEAL ITEMS

ELE TYPES DAM

FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
Immune	Immune	Immune	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	25%	25%	25%



ASIMOV

LEVEL 32

HP	INTL AP	XP
1400	40	1024

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
100	72	80	50	30	-

DROP ITEMS

STEAL ITEMS

ELE TYPES DAM

FIRE	ICE	ELEC
100%	150%	25%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
Immune	75%	25%	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	25%	Immune



BATTLER LIEUT.

LEVEL 19

HP	INTL AP	XP
600	30	330

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
82	50	40	36	45	-

DROP ITEMS

STEAL ITEMS

ELE TYPES DAM

FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
50%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	Immune	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	25%	25%	25%	25%	25%



BOOST BOSCH

LEVEL 80

HP	INTL AP	XP
2000	40	9000

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
100	70	220	45	50	-

DROP ITEMS

STEAL ITEMS

ELE TYPES DAM

FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
Immune	Immune	Immune	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	25%	25%	25%



ANNEX

LEVEL 8

HP	INTL AP	XP
200	20	64

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
75	50	300	43	40	-

DROP ITEMS

STEAL ITEMS

ELE TYPES DAM

FIRE	ICE	ELEC
100%	200%	Heal

VULNERABILITIES

DARK	DEATH	HOLY
100%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	25%	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	25%	25%	100%	Immune



BATTLER CAPN

LEVEL 32

HP	INTL AP	XP
620	30	480

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
78	40	60	36	40	-

DROP ITEMS

STEAL ITEMS

ELE TYPES DAM

FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
50%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	25%	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
25%	25%	Immune	Immune	25%	75%	75%



BATTLER SGT.

LEVEL 12

HP	INTL AP	XP
160	20	150

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
84	42	20	35	30	-

DROP ITEMS

STEAL ITEMS

ELE TYPES DAM

FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
100%	50%	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	75%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	75%	75%	75%	75%



BOSCH

LEVEL 18

HP	INTL AP	XP
360	40	300

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
100	45	20	32	50	-

DROP ITEMS

STEAL ITEMS

ELE TYPES DAM

FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
Immune	Immune	Immune	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
25%	Immune	Immune	Immune	Immune	Immune	Immune



**BOSCH (FINAL)**

LEVEL 4

HP	INTL AP	XP
2400	50	10000

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
140	110	450	62	50	100	

DROP ITEMS**STEAL ITEMS**

ELE TYPES DAM		
FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES		
DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE		
25%	25%	Immune	Immune	Immune		

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	25%	25%

**CAPTAIN ZENO**

LEVEL 56

HP	INTL AP	XP
1600	40	2800

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
74	25	80	46	60	-	

DROP ITEMS**STEAL ITEMS**

ELE TYPES DAM		
FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES		
DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE		
25%	75%	Immune	Immune	Immune		

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	Immune	Immune

**CUPID**

LEVEL 99

HP	INTL AP	XP
3200	40	16000

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
180	88	700	60	40	220	

DROP ITEMS**STEAL ITEMS**

ELE TYPES DAM		
FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES		
DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE		
Immune	25%	25%	25%	25%		

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	25%	25%

**CYCLOPS**

LEVEL 17

HP	INTL AP	XP
440	30	70

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
70	42	28	28	30	-	

DROP ITEMS**STEAL ITEMS**

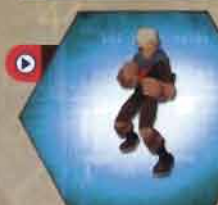
ELE TYPES DAM		
FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES		
DARK	DEATH	HOLY
50%	Immune	Immune

STAT REDUCTION VULNERABILITIES						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE		
Immune	25%	75%	Immune	Immune		

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
25%	Immune	Immune	Immune	Immune	25%	25%

**DEAMONED**

LEVEL 99

HP	INTL AP	XP
3800	40	16000

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
170	80	200	40	70	200	

DROP ITEMS**STEAL ITEMS**

ELE TYPES DAM		
FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES		
DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE		
25%	75%	Immune	Immune	75%		

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	Immune	Immune

**DEEGON**

LEVEL 55

HP	INTL AP	XP
1600	40	1200

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
120	65	200	60	70	-	

DROP ITEMS**STEAL ITEMS**

ELE TYPES DAM		
FIRE	ICE	ELEC
50%	150%	100%

VULNERABILITIES		
DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE		
25%	25%	25%	25%	25%		

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
75%	75%	75%	Immune	Immune	25%	25%

**ELYON**

LEVEL 100

HP	INTL AP	XP
6000	40	24000

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
158	80	1200	1999	50	330	

DROP ITEMS**STEAL ITEMS**

ELE TYPES DAM		
FIRE	ICE	ELEC
100%	100%	100%

VULNERABILITIES		
DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE		
Immune	Immune	Immune	Immune	Immune		

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	Immune	Immune

**GEEGAGIS**

LEVEL 55

HP	INTL AP	XP
1300	40	1200

STATISTICS						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF	
110	100	300	30	15	-	

DROP ITEMS**STEAL ITEMS**

ELE TYPES DAM		
FIRE	ICE	ELEC
25%	150%	75%

VULNERABILITIES		
DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES						
ATTACK	DEFENSE	MAGIC	SPEED	MOVE		
25%	75%	Immune	Immune	Immune		

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	75%	75%	25%	25%	25%	25%



GUNNER CAPN

LEVEL 30

HP	INTL AP	XP
520	30	420

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
90	44	20	36	30	-

DROP ITEMS

STEAL ITEMS

Skill: Dent Weapon

550x (1:2)

ELE TYPES DAM

FIRE ICE ELEC

100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY

50% Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE

75% 75% 75% 25% 25%

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK

25% 25% Immune Immune 25% 75% 75%



GUNNER SGT.

LEVEL 13

HP	INTL AP	XP
160	20	150

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
75	40	20	20	35	-

DROP ITEMS

STEAL ITEMS

Weapon: Pistol +1

500x

ELE TYPES DAM

FIRE ICE ELEC

100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY

100% 50% Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE

75% 75% 75% 75% 25%

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK

75% 75% 75% 75% 75% 75%



JEZUIT

LEVEL 99

HP	INTL AP	XP
3600	50	16000

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
150	115	180	1999	50	50

DROP ITEMS

STEAL ITEMS

Suit: Excel Suit +9 (1:32)

Shield: Solid Ribbon +8 (1:2)

ELE TYPES DAM

FIRE ICE ELEC

100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY

Immune Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE

25% 25% Immune 25% Immune

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK

Immune Immune Immune Immune Immune Immune Immune



LEAD GUNNER

LEVEL 36

HP	INTL AP	XP
720	30	640

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
88	50	20	52	30	-

DROP ITEMS

STEAL ITEMS

Skill: Third Eye

800x

ELE TYPES DAM

FIRE ICE ELEC

100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY

50% Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE

75% 75% 75% Immune Immune

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK

Immune Immune Immune Immune Immune 25% 25%



MAGE CAPN

LEVEL 31

HP	INTL AP	XP
580	30	520

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
60	42	80	38	40	-

DROP ITEMS

STEAL ITEMS

Magic Wand +2 (1:4)

450x

ELE TYPES DAM

FIRE ICE ELEC

100% 100% 100%

VULNERABILITIES

DARK DEATH HOLY

50% Immune Immune

STAT REDUCTION VULNERABILITIES

ATTACK DEFENSE MAGIC SPEED MOVE

75% 75% 75% 25% 25%

STATUS CONDITION VULNERABILITIES

POISON CONFUSION SLEEP BIND STUN FROZEN SHOCK

25% 25% Immune Immune 25% 25% 25%





MAGE LIEUT.

LEVEL 18

HP	INTL AP	XP
520	30	350

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
55	43	60	46	30	-

DROP ITEMS

STEAL ITEMS

Shield: Ranger Shell +3 (1:2)
550z (1:2)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
50%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
75%	75%	75%	Immune	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	25%	25%	25%	25%



ONCOTTE

LEVEL 99

HP	INTL AP	XP
0	40	0

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
300	999	20	40	45	-

DROP ITEMS

STEAL ITEMS

Weapon: Cultis +9 (1:64)
Superheavy +3 (1:32)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
Immune	Immune	Immune	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	100%	100%	100%



TANTRA

LEVEL 49

HP	INTL AP	XP
1300	60	2000

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
78	50	60	38	50	-

DROP ITEMS

STEAL ITEMS

Skill: C'marel
300z (1:2)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	25%	25%	Immune	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	25%	Immune	Immune	Immune	25%	25%



TANTRA (ABSORBED GEEGAGIS)

LEVEL 60

HP	INTL AP	XP
1600	40	3000

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
90	90	300	20	35	-

DROP ITEMS

STEAL ITEMS

Skill: Blunt (1:2)
7th Sense (1:4)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	75%	Immune	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	25%	25%



NALAKA

LEVEL 70

HP	INTL AP	XP
2600	40	7000

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
145	88	160	56	50	-

DROP ITEMS

STEAL ITEMS

Weapon: Strong Sword +9 (1:32)
Shield: Solid Shell +7 (1:4)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	75%	Immune	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	25%	25%



RYKED

LEVEL 70

HP	INTL AP	XP
2400	40	7000

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
155	86	180	60	50	-

DROP ITEMS

STEAL ITEMS

Weapon: Strong Sword +5 (1:8)
Shield: Solid Ring +8 (1:8)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	75%	Immune	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	25%	25%



TANTRA (ABSORBED DEEGON)

LEVEL 58

HP	INTL AP	XP
2000	40	2800

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
85	52	80	43	70	-

DROP ITEMS

STEAL ITEMS

Skill: Brainquake (1:2)
7th Sense (1:4)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	25%	25%	Immune	25%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	25%	Immune	Immune	Immune	25%	25%



TANTRA (ABSORBED DEEGON & GEEGAGIS)

LEVEL 66

HP	INTL AP	XP
2400	40	3600

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
95	70	200	60	80	-

DROP ITEMS

STEAL ITEMS

Skill: Crimson Strike (1:2)
7th Sense (1:4)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
Immune	Immune	Immune	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	Immune	Immune



TRINITY!?

LEVEL 33

HP	INTL AP	XP
800	20	600

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
125	76	60	34	50	-

DROP ITEMS

STEAL ITEMS

Suit: Heavy Suit +3 (1:8)
600z (1:8)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
75%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	75%	25%	75%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	25%	75%	75%



TRINITY??

LEVEL 35

HP	INTL AP	XP
700	20	640

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
115	68	200	47	50	-

DROP ITEMS

STEAL ITEMS

Weapon: Magic Wand +4 (1:16)
650z (1:8)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
75%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	25%	25%	75%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	75%	75%	75%



TRINITY!!

LEVEL 37

HP	INTL AP	XP
800	20	750

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
95	72	120	60	60	-

DROP ITEMS

STEAL ITEMS

Weapon: Ruby Maser +3 (1:8)
Leg Warmers

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	25%	Immune	75%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
25%	Immune	Immune	25%	25%	25%	25%



VEXACION

LEVEL 99

HP	INTL AP	XP
4200	40	16000

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
175	52	200	10	50	280

DROP ITEMS

STEAL ITEMS

Skill: Tarabreak (1:2)
Weapon: Mandau Blade +9 (1:32)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
Immune	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	25%	Immune	Immune	Immune

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
Immune	Immune	Immune	Immune	Immune	Immune	Immune



ZEBUL

LEVEL 38

HP	INTL AP	XP
900	40	850

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
115	74	240	38	50	-

DROP ITEMS

STEAL ITEMS

Suit: Slave Clothes +6 (1:8)
1000z (1:8)

ELE TYPES DAM

FIRE ICE ELEC
100% 100% 100%

VULNERABILITIES

DARK	DEATH	HOLY
50%	Immune	Immune

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
25%	75%	25%	75%	75%

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
25%	Immune	Immune	Immune	25%	25%	25%



????????????????

LEVEL ?

HP	INTL AP	XP
?	?	?

STATISTICS

ATTACK	DEFENSE	MAGIC	SPEED	MOVE	AB DEF
?	?	?	?	?	?

DROP ITEMS

STEAL ITEMS

ELE TYPES DAM

FIRE ICE ELEC
? ? ?

VULNERABILITIES

DARK	DEATH	HOLY
?	?	?

STAT REDUCTION VULNERABILITIES

ATTACK	DEFENSE	MAGIC	SPEED	MOVE
?	?	?	?	?

STATUS CONDITION VULNERABILITIES

POISON	CONFUSION	SLEEP	BIND	STUN	FROZEN	SHOCK
?	?	?	?	?	?	?



BREATH OF FIRE™ DRAGON QUARTER

OFFICIAL STRATEGY GUIDE

By Casey Loe and Michael Lummis

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Credits

PROJECT EDITOR
Christian Sumner

SCREENSHOT EDITOR
Michael Owen

BOOK DESIGNER
Carol Stamile

PRODUCTION DESIGNER
Tracy Wehmeyer

BradyGAMES Staff

PUBLISHER
David Waybright

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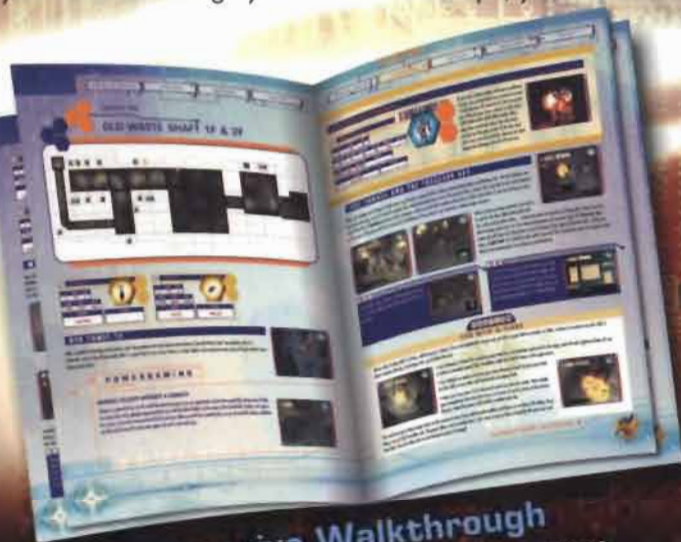
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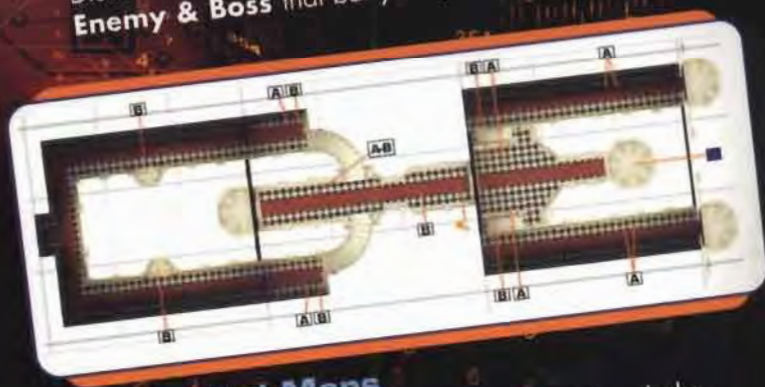
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